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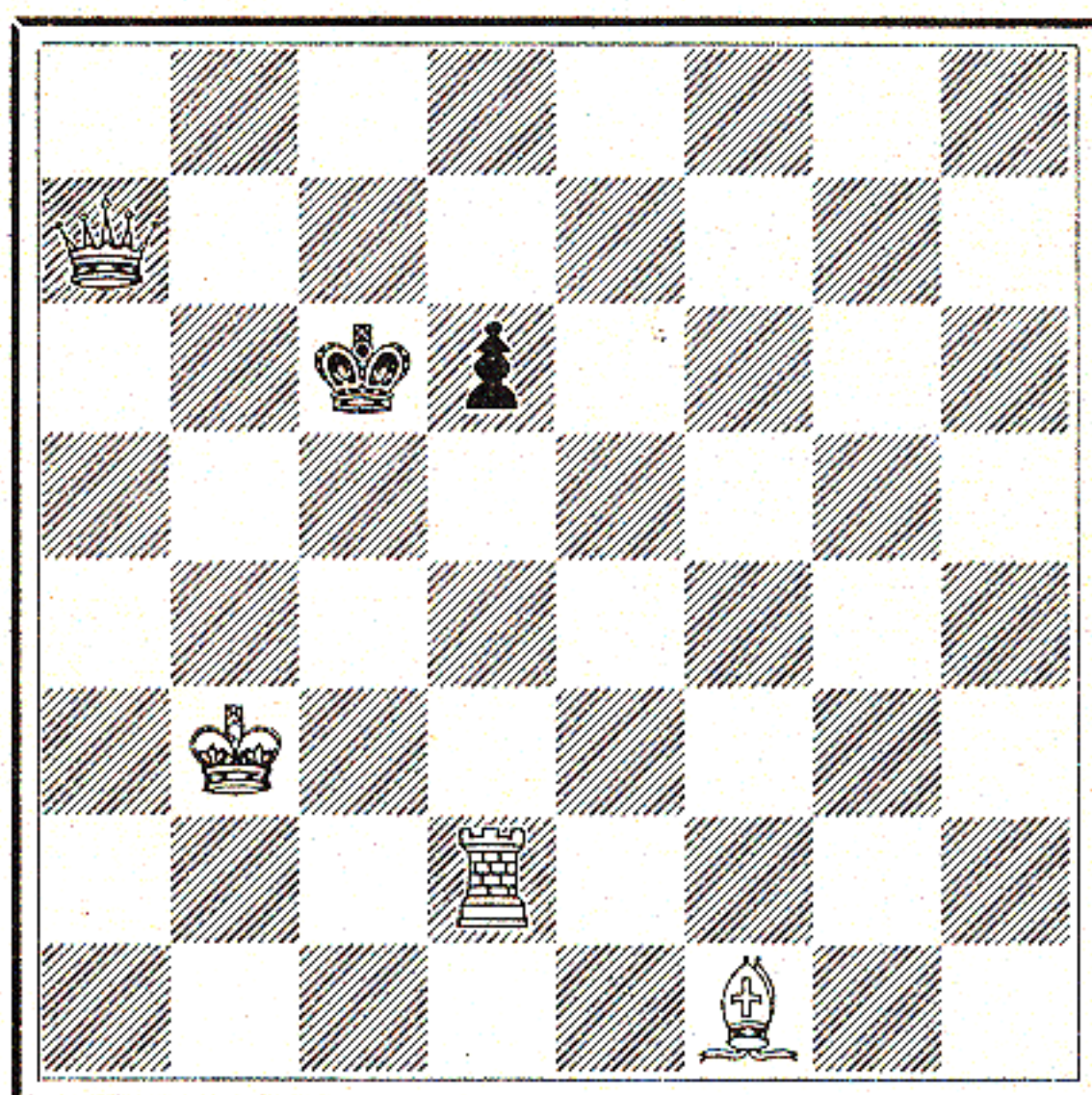
# **1933**

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CHESS PLAYERS ALL — — — — — BARNIE F. WINKLEMAN  
THE GENTLE ART OF ANNOYING — — — — — DONALD MacMURRAY  
CONTRACT BRIDGE — — — — — GEORGE REITH

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# 1933

## PRESENTS

### A renaissance of chess

**T**HERE is a new era in chess. For the past three years new clubs have been springing up in mushroom growths, chess books of all sorts are avidly bought, library shelves are depleted of these volumes. Newspapers are giving more space to the game, recognizing the growing demand for news. Correspondence leagues are thriving, so even one buried in the "sticks" can have his battles royal.

There are new players also, as is only fitting. It is only in the last three years that we recognize the names of Salo Flohr, Sultan Khan, G. Stoltz, E. Eliskases, all well under thirty. In the U. S. A. we have not been wanting. Besides I. Kashdan, whose deeds are well known, there are such worthies as Arthur Dake, I. Horowitz, and H. Steiner of the victorious Olympic Team. There are the prodigies, Sam Reshevsky, the Polish boy wonder, and Reuben Fine, who at eighteen already has several prizes to his credit.

So much for facts. All this has happened in three years. Where shall we look for the explanation? It is significant that the revival of chess interest dates with the commencement of the depression. The orgy of spending is over. People look about for some saner, more economical method of spending their leisure. What more ideally fits the purpose than chess? What form of entertainment ever invented can offer the true pleasure and satisfaction of a hard fought game, of a pretty problem

solved, of a brilliant conception over the board? And all this to be had for the price of a set of chessmen and a board.

For the new era, for the new players and the old, we offer a new chess magazine. We believe there is room for it. Chess is a universal game, played under all flags and under all conditions. There is need for a medium on broad lines which will serve as a point of common contact for chess lovers. Our aims are to provide both entertainment and instruction. We shall have the games of the masters authoritatively annotated. Innovations in the openings will be discussed, interesting end-games brought to light. The problem lover will have a rich selection to whet his appetite. He who reads and runs, who will not take the trouble to play over the scores, may be content with the articles, both serious and witty, that we shall endeavor to present, and with the latest news of chess events and personalities everywhere. An innovation for a chess magazine is a page of bridge. With the development of contract, bridge has reached a point where it almost equals the fascination, if not the depth, of chess.

Our readers are invited to send us their views. If there is anything they like or dislike about "Chess Review" we want to know it. It is, after all, their magazine, and we shall make it as interesting, as indispensable to them, as we can. With that, we wish you all a belated, but sincere "Happy New Year," and invite you to turn the pages.



# A REVIEW OF THE YEAR

**N**O MAJOR championship changed hands in 1932. Dr. A. Alekhine is still the Chess Champion of the World, Frank J. Marshall, the American Champion, and the U. S. A., the holder of the Hamilton Russel cup, emblematic of team supremacy. Nor was there any single tournament of the class of Bled in 1931, which attracted practically every master of note in the game. Yet there was considerable activity all through the past year, marked mainly by outstanding success on the part of the new generation of chess stars.

The Hastings Christmas festival was the first event of the year, as it has been for some time. It marked first blood for the youngsters, being won by Salo Flohr with a score of 8-1. Kashdan followed with  $7\frac{1}{2}$ - $1\frac{1}{2}$ , still far above the field. Dr. M. Euwe was third with 5-4, and Sultan Khan fourth,  $4\frac{1}{2}$ - $4\frac{1}{2}$ .

Five players moved from Hastings to London to participate in a tournament run by the "Sunday Referee." They were Flohr, Kashdan, Sultan Khan, Miss V. Menchick, and Sir G. A. Thomas. This is by no means unusual. On the continent there are often groups of masters wandering as a unit to different tournaments, the ranks in each town being filled by the local lights. This is in a way unfortunate, as it is more difficult for a young player to get invitations. On the other hand once he has obtained some rank, his further recognition is assured. Dr. Alekhine consented to play in London, and with the addition of Maroczy and Tartakower, a first class tournament was soon in progress. Alekhine won, playing in his usual

forceful style, scoring 9-2. He was followed at a close, yet sufficiently respectful distance, by Flohr with 8-3, and Kashdan and Sultan Khan, who tied with  $7\frac{1}{2}$ - $3\frac{1}{2}$ .

The most important tournament of the year was held in Berne, Switzerland, in August. There were ten Swiss players, and six foreign masters. The latter had all the better of it, taking all the prizes with some margin to spare. The leaders were

1	Dr. A. Alekhine . . . .	$12\frac{1}{2}$ - $2\frac{1}{2}$
2	D. M. Euwe . . . . .	$11\frac{1}{2}$ - $3\frac{1}{2}$
3	S. Flohr . . . . .	$11\frac{1}{2}$ - $3\frac{1}{2}$
4	Sultan Khan . . . . .	11-4
5	Dr. O. S. Bernstein . .	10-5
6	E. Bogoljubow . . . . .	10-5

Alekhine started out in fiery style, set on achieving another of his record breaking performances, but this time he faltered towards the finish, at one time being tied by Flohr. He asserted himself, however, and won out. Some of the Berne games are quoted in our Games Department, as are also a number from other tournaments and matches referred to here.

From Berne, Dr. Alekhine made a hurried trip to Pasadena, arriving on the eve of the Masters Tournament following the Olympic Games at Los Angeles. He was first again, defeating I. Kashdan in their individual encounter to establish his margin of victory. The latter was a good second, making the same score against the field as the Champion. The leading scores were: Dr. A. Alekhine  $8\frac{1}{2}$ - $2\frac{1}{2}$ ; I. Kashdan  $7\frac{1}{2}$ - $3\frac{1}{2}$ ; A. Dake, S. Reshevsky, and H. Steiner, 6-5.

Capt. J. J. Araiza, the champion of Mexico, had played in Pasadena. At the conclusion of the Congress there he left for Mexico, and in short order had arranged a tournament in Mexico City. Both Alekhine and Kashdan were invited. They were on their way East by separate routes, but were soon located, Alekhine at Nogales, Ariz., and Kashdan in Denver, Col. It was the first tournament of inter-



national character ever held in Mexico. Immense interest was aroused, and colorful crowds attended the play at each session. The result was not entirely unexpected—a tie for first between the two visiting masters with  $8\frac{1}{2}$ - $1\frac{1}{2}$  apiece. Third was Araiza, 6-3; fourth Dr. J. A. Asiain  $5\frac{1}{2}$ - $3\frac{1}{2}$ .

Maroczy showed he was still master in Hungarian Chess, in the national tournament at Budapest, he placed first in a large field with 13-4. Canal was second, 12-5, A. Steiner third, 11-6, and L. Steiner and Lilienthal tied  $10\frac{1}{2}$ - $5\frac{1}{2}$ .

Sultan Khan regained the British Championship which he had relinquished to Yates the year before. In a hard fought tournament he scored  $8\frac{1}{2}$ - $2\frac{1}{2}$ , closely pressed by C. H. O'DAlexander, 8-3. Sir George Thomas was third, 7-4, R. P. Michell  $6\frac{1}{2}$ - $4\frac{1}{2}$ , F. D. Yates and Tyler tied 6-5.

Karl Helling won the championship of Berlin from a strong field without the loss of a game. His score was 9-2. Second was Rellstab  $7\frac{1}{2}$ - $3\frac{1}{2}$ , and third Richter 7-4.

There was no dearth of other tournaments. Bad Sliac was the scene of an interesting meet. S. Flohr and Dr. M. Vidmar tied for the lead with  $9\frac{1}{2}$ - $3\frac{1}{2}$ . Vidmar does not often take part in master play. When he does he is invariably successful. V. Pirc, young Yugoslavian, made a notable showing, finishing in third place,  $8\frac{1}{2}$ - $4\frac{1}{2}$ . Following him were Canal, Maroczy, and Spielmann, 8-5.

Our own Western Chess Association held its annual meet in Minneapolis. An unusually strong field resulted from the presence of several Eastern players on their way to Pasadena. Reuben Fine of New York was first with  $9\frac{1}{2}$ , followed by S. Reshevsky 9, F. Reinfeld  $8\frac{1}{2}$ , and H. Steiner  $7\frac{1}{2}$ .

Match play between masters is an interesting diversion from the run of tournaments. Some sterling chess was played in a number of matches in 1932. Dr. M. Euwe and S. Flohr had a "home and home" arrangement. In Amsterdam they tied with two wins apiece and four draws. Later in the year they went at it again in Prague. The result was similar, one win apiece and six draws.

Bogoljubow and Spielmann met in a single-handed encounter on the top of the Semmering, the highest mountain in Austria. This was the scene of Spielmann's great tournament victory in 1927. The lofty air must be to his liking, as he again emerged the victor. Bogoljubow won the first two games, but didn't keep his lead long, and was just beaten out—4 to 3, and 3 draws.

In other matches Flohr beat Sultan Khan by 2 to 1 and 2 draws, and Euwe beat Spielmann, 2 to 0, and 2 draws.

1932 was a year of record breaking simultaneous displays. Koltanowski played 160 boards simultaneously at Antwerp, with the fine result of 135 wins, 18 draws and only six losses. Koltanowski also holds the world's blindfold record, having played thirty without sight of the board. Of these he won 20 and drew 10 without a single loss, which ranks as one of the most remarkable feats of our times. In Paris Dr. Alekhine faced 60 teams of 5 each, scoring 37 wins, 17 draws and 6 losses.

Going him one better Capablanca in Havana played against 66 teams of five each, winning 46, drawing 16, and losing 4.

On election day in New York, against very strong teams, Alekhine won 30, drew 14, and lost six against fifty teams of four. This beat by a small margin Capablanca's score against a similar group in the same place in 1931.



# GAME STUDIES

**EDITOR'S NOTE:** *Each month we shall have one or two games more fully annotated, with the view to giving the underlying motives of the masters. We shall show how favorable middle-games depend on the opening tactics, and how the end-game structure must be kept in mind through all the complications. For the first issue I have selected two of my own games, merely because I am more familiar with the issues at stake.*

PASADENA, AUGUST 1932

(Notes by I. Kashdan)

I. Kashdan	H. Steiner
White	Black
1 P—Q4	Kt—KB3
2 Kt—KB3	P—Q4
3 P—K3	P—K3
4 B—Q3	QKt—Q2
5 QKt—Q2	B—K2
6 Q—K2	P—B4
7 P—B3	

White is playing the "Colle System," so called because it was the favorite of the late Edgar Colle, well known Belgian master. It is a slow development, but woe to Black if he attempts too early aggression against it. The plan for White is to play P-K4, rather than P-B4, with a view towards a strong K side attack.

8 O—O	O—O
9 P—K4	P—QKt3
	PxKP

This P must be taken, or else P-K5 follows.

10 KtxP	B—Kt2
11 R—Q	

An interesting gain of time. If at once B-KKt5, Black can play KtxKt, exchanging the minor pieces with an even game. Now he must move his Q off the file.

	Q—B2
12 B—KKt5	KR—K

Necessary to protect the B, for if here KtxKt, 13 BxB KR-K, 14 B-R4. The two bishops constitute a distinct advantage in this position.

13 PxP

What has been accomplished so far? Black has played the opening carefully and is now ready to liquidate in the center, which will ensure his equality. White has maintained a slight edge in

development, with a rook already on an open file, and his pieces somewhat better placed.

	BxB
14 BxB	KtxB
15 QxKt	KtxP
16 Q—QB4	BxB
17 KtxB	Q—K2
18 Kt—B3	

The smoke has cleared, and the battle is to be resumed with diminished forces. What White has played for is an advantage of pawns on the Q side. These he will advance, eventually obtaining a passed pawn, or else isolating one of the remaining Black pawns, and attempting to win it. Black can similarly advance his K side pawns, but there are two difficulties. In the middle game, he would endanger his K. In the end game, the distance of the K from the other side might well prove the deciding factor in White's favor. A pawn majority on the Q side is therefore worth obtaining when the opportunity offers.

KR—Q

Still wishing to simplify, which White is not yet ready to do.

19 Kt—Q4	Q—R5
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The best move, threatening P-K4, and driving the W Q back. Had he played QR-B, White would force an entrance with 20 P-QKt4. If then Kt-R5, attacking the Q, 21 Kt-B6! RxRch (or 21 Q-B2, 22 RxRch RxR, 23 P-Kt5, winning at least the exchange) 22 RxR Q-B2, 23 Kt-K7ch K-B, 24 KtxR! QxQ, 25 R-Q8 mate. After P-QKt4, should the Kt retreat Kt-B6 would still be very effective.

20 Q—K2	QR—B
21 P—QR4	

Not P-QKt4, because of Kt-R5.

Q—B3

To play P-K4, but he is allowed no time.

22 P—QKt4	Kt—Q2
23 Kt—Kt5	Kt—B

If P-QR3, 24 Kt-Q6 RxP, 25 Kt-K4 wins.

24 Q—K3

Protecting the QBP, and threatening RxR followed by KtxP. The object is to force a weakening advance of Black's pawns. The advantage of the extra Q side pawn is already telling.

	P—QR3
25 Kt—Q6	R—Kt

If RxP, Kt-K4 RxQ. KtxQch, with the exchange plus. R-B3 however, was better than the text.

26 R—Q2

Not P-QB4, for RxKt, RxR QxRch would be unpleasant. The advance cannot be delayed.



27 QR—Q                      Q—K2  
 28 P—QB4                    Q—B2  
 29 Q—QB3                    R—Q2  
 30 Kt—K4                    P—R3

In order to play P-B5, and if PxP, retake with the Kt. Also the exchange of one R will be welcome, to clear the way for the passed pawn.

31 RxR                      RxR  
 32 Kt—Q6                    R—B  
 33 P—B5                    R—Q

This had to be carefully analyzed. Such an advance, if it does not bear immediate fruit, may result in the pawn becoming a weakness. If PxP, 34 QxP QxQ, 35 PxQ, R-Q2, (otherwise at once P-B6 and B7) 36 P-B6 R-B2, 37 R-B2 Kt-Kt3, 38 Kt-K8 R-B, 39 P-B7 Kt-K2, 40 Kt-Q6 wins. The student can note how important is the absence of the black K from the scene of action.

Q—B3

Attacking the QRP, but White has an effective counter.

34 Q—B3

Black dare not exchange Q's which would allow the same play noted above, so

35 QxPch                    QxRP  
                                  K—R2

But here it would appear, what with Black threatening mate, also the KtP, that White has overplayed his hand, and is in some distress. But there is a hidden resource which makes everything right again.

36 P—R3

Stopping the mate. If now QxP, 37 Kt-K4!! threatening mate in two by Kt-B6ch, and also RxR.  
 PxP

37 PxP

And not at this point 37 Kt-K4, because of Q-R8ch, 38 K-R2 RxR, (the check at B6 is now defended!) 39 KtxR Kt-Kt3, with the advantage.

R—Kt

If Q-R8ch, 38 K-R2 Q-K4ch, 39 P-B4 QxQBP, 40 Kt-K4 would again prevail.

38 K—R2                    Kt—Kt3  
 39 R—K2

Not QxKP on account of Q-B5ch winning the R. Now the pawn can hardly be saved.

40 QxKP                    R—KB  
 41 P—Kt3                    Q—B5ch  
 42 Q—K3                    Q—Q5  
 43 PxQ                    QxQ  
                                  Kt—K4

After all the strife, White has emerged with a pawn plus, but the win is still far from easy. Black plays to keep the pawns back, and gain time to move his K to the center. White will attempt to advance the BP with all seemly haste.

44 K—Kt2                    P—QR4  
 45 R—QB2                    Kt—B3  
 46 Kt—Kt5

In order with Kt-Q4 to drive back the Kt, or exchange it leaving the black R tied to a defensive position in front of the P.

R—Q

To prevent Kt-Q4, but it can be played nevertheless.

47 Kt—Q4                    KtxKt  
 48 PxKt                    RxP  
 49 P—B6                    R—Q  
 50 K—B3

P-B7 would only draw, strange to say. The game would go R-QB, 51 K-B3 P-R5, 52 K-K4 P-R6, 53 K-Q5 P-R7, forcing the exchange of pawns. The K is one move short of being able to protect the advanced pawn. He therefore sallies forth at once.

P—R5

Equally unavailing would be K-Kt3, K-K4 K-B3, P-B7 R-QB, K-Q5 K-K2, K-B6 and Kt 7 winning the R.

51 K—K4                    P—R6  
 52 K—K5

Now he is in a position to advance P-B7 and K-Q6, which ensures the victory.

R—Q6

A last desperate attempt which succeeds in delaying matters.

53 P—B7                    R—R7  
 54 RxP                    R—QB6  
 55 K—Q6                    R—Q6ch  
 56 K—B6                    R—B6ch  
 57 K—Kt7                    R—Kt6ch  
 58 K—R8                    R—QB6  
 59 R—R7                    Resigns

K-Kt8 follows, and if R-Kt6ch R-Kt7.

\* \* \*

HASTINGS, JANUARY 1932

(Notes by I. Kashdan)

I. Kashdan

Dr. M. Euwe

White

Black

1 P—K4                    Kt—KB3

Alekhine's Defense. It had quite a vogue in the 20's, but is infrequently played to-day. The idea is, instead of meeting White half-way in the center, to induce the P's forward. If white is too



aggressively inclined, he can easily expose himself to a sharp counter attack. But there are several ways for him to retain command of the important center squares, which is about as much advantage as one can expect in the opening.

2 P-K5                      Kt-Q4  
3 P-QB4                    Kt-Kt3  
4 P-Q4                      P-Q3

About the only move. In the game H. Borochow vs R. Fine in Pasadena last summer, Fine carelessly inverted moves, playing 4-Kt-QB3. This lost a piece by 5 P-Q5 KtxKP, 6 P-B5 Kt(Kt3)-B5, 7 Q-Q4.

5 PxP

The typical variation in this opening is 5 P-B4 PxP, 6 BPxP. White tries to constrict the Black game with the help of his advanced pawns. Black's aim is to attack these pawns, usually castling Q's side to use his open file. It leads to interesting combats, with the theoretical result still in doubt. The text move, although leading to a quieter game, gives White a clearer positional edge, in view of his greater freedom and control of the center.

KPxP

6 Kt-KB3

6 Kt-QB3 was a shade better. There is a good principle which can be exemplified here. When there is a choice of developing moves in an opening, the proper order to be followed depends on two considerations. First, - move the piece which has only one good square. That is the reason for the well known maxim "Move your knights before your bishops." The Kts are generally best placed at their respective B3, whereas the post for the B will depend on the position. Second, - make the move which gives your opponent least choice. In the game as played, Black can immediately pin the Kt. This could have been delayed by Kt-QB3, and even B-K3.

7 P-KR3                    B-Kt5  
8 B-K2                    B-R4  
9 P-Q5                    Kt-B3

This deliberately loses time to force BxKt. Experience has shown that the possession of two B's is an advantage. It is part of master practice to play for this and it has even been termed "winning the minor exchange." But losing moves in the opening is always dangerous, and this game will show the type of difficulties that have to be met.

BxKt

He cannot play Kt-K4 at once, for 10 KtxKt BxB, 11 QxB would win a pawn.

10 BxB                    Kt-K4

11 B-K2

Not 11 P-QKt3 because of Q-B3. The threat is KtxBch and QxR. And if 12 Kt-B3 Kt(K4)xP, wins. The retreat of the B protects the P, for if KtxBP, 12 BxKt KtxB, 13 Q-R4ch wins a piece.

Q-R5

The QBP is now attacked three times, and only once defended. If P-QKt3, Black still plays Q-B3, with the same attack on the Q's R as in the last note.

12 O-O

It had to be foreseen that this would be playable before White could venture on P-Q5. The P bears a charmed life. If Kt(Kt3)xBP, 13 P-B4 wins. And if Kt(K4)xP, 13 P-KKt3 Q-K5, (or QxRP, 14 BxKt KtxB, Q-R4ch again), 14 R-K. Black must lose at least a piece.

P-Kt4

An attempt at a K side attack which can hardly be justified. His pieces are not coordinated, and White has ample defensive power. It is still a dangerous game to face, and came very near succeeding. One consideration which prompted the move was that otherwise White plays P-B4, driving back the only well placed piece.

13 Q-B2                    R-KKt  
14 Kt-Q2                   P-Kt5  
15 PxP                    KtxKtP  
16 Q-K4ch?

A mistake, as will soon be shown. The idea was, if the B interposed, to maintain the pin, and thus delay Black's castling. But it does not work out that way. The correct continuation was at once 16 Kt-B3 Q-R4, 17 B-B4. If then O-O-O, 18 Kt-R2 P-KB4, 19 B-Q3. This wins a pawn, and the attack would not be sufficient.

B-K2  
17 Kt-B3                   Q-R4  
18 B-B4                   P-KB4!  
19 Q-B2

White had trusted that he could here play Q-K6, attacking the R, quite overlooking that R-Kt3 would follow, winning the Q. This forces an abject retreat.

O-O-O

Now we have the same position as in the previous note except that Black has been allowed, without penalty, to place his B on K2, and his P on KB4. The difference should probably have decided the issue in his favor.

20 KR-K

Threatening B-Q3, uncovering on the Black B.  
Kt-Q2!

Very fine. The last piece is to enter the fray. Now if 21 B-Q3 Kt(Kt5)-K4! With the Kt at



Q2, BxP is no longer a check, and cannot be played. The game might go 22 KtxKt PxKt, 23 BxKP KtxB, 24 RxKt B-Q3, 25 BxPch K-Kt, 26 KR-K Q-R7ch, 27 K-B QxPch, 28 K-K2 QR-Kch, 29 B-K6 R-Kt6!, with an overwhelming position.  
 21 Kt—R2                    Q—B2  
 22 B—Q3                    KtxKt?

So far Black has played beautifully, but here he goes astray, and this proves the turning-point of the game. He had to play QR-B, not so much to protect the P, as to prevent the entry of the White B at B5. White is well satisfied with the exchange of Kts, which relieves the pressure considerably.

23 BxKt                    P—B5

Now he cannot play QR-B, because of 24 BxBP QxB, 25 QxQ RxQ, 26 RxB. On the last move, the B on B4 would have been "en prise."

24 B—B5

Gaining time through the threat of B-K6. The B will retire to R3, defending the position completely. Then White can at leisure pick at the weaknesses of the Black camp. The game presents quite a different picture from what it was two moves ago. It is surprising how many games

are tossed away through the desire for a headlong advance, without taking some simple precaution, such as R-B would have been.

                                 R—Kt4  
 25 B—R3                    P—B6  
 26 Q—K4

White's game is now won. Black can best protect the B by R-Kt2. Then 27 B-B4 PxP, 28 B-R6 R-Kt3, 29 QxB QxQ, 30 RxQ RxB, 31 KxP. Although equal in material, Black is helpless against the threat to win the pinned Kt. White will play QR-K, and double the R's on the seventh rank.

                                 Q—Kt2

This is a miscalculation, which loses more quickly.

27 QxB                    RxPch  
 28 K—R

Of course the R cannot be taken, but now there is no continuation.

                                 R—Kt ?  
 29 Q—K8ch                RxQ  
 30 RxR mate.

## Advice to Beginners

By Hector Rosenfeld

1. Always impress your adversary with the belief that you have beaten recognized players. It will fill him with a wholesome awe, which is a great advantage.

2. Lead off with P-K4 with the careless swing of assurance. It will set your opponent thinking, and it is a move that has won a great many games.

3. Always attack your adversary's Queen when you can. You may waste a move, but it will worry him, which is always advisable.

4. On the other hand, when your Queen is attacked, regard the move with contempt, and reply instantly with an unexpected and entirely irrelevant move. This will give color to the suspicion that you are planning a Morprian combination beyond the discernment of your antag-

onist, who will accordingly refuse to take the Queen.

5. When through an oversight you have lost a piece, any hesitation in making your next move will be fatal. Therefore, answer quickly, keeping up the impression in your adversary's mind, suggested in Advice 4.

6. Never resign until you are mated, and even then, you may induce your antagonist to let you take back the last three or four moves, and still win.

7. When your opponent's game is hopeless, let him try ALL the moves at his command; this can do you no harm, and will give you a reputation for liberality.

8. Finally, — check whenever you can. It may be mate.



# CHESS PLAYERS ALL

By **Barnie F. Winkleman**

During the past few years, a marked increase in interest in chess has been noted throughout the world. The causes of this are numerous, but rest principally upon the inherent fascination of the game itself. "Once a chess player, always a chess player" has long been a by-word in the chess world. In boom periods, many have left the keen intellectual delight of the game for more boisterous pleasures, only to return to it again in the calmer aftermath of depression and normalcy. The same trend has been noted in the individual lives of those who early learn the game. A period of keen interest in chess before the responsibilities of life grow onerous is often followed by a return to the game later when these responsibilities have been performed.

In America we have lagged behind other countries in our devotion to chess. On the continent of Europe, it is a serious matter, taught in many of the schools, with a vast current literature of its own. In England, too, clubs are numerous, matches are played with fifty and one hundred on a side; it is the recognized diversion and study of the professional and business classes, and all in all, constitutes one of the important arts in the United Kingdom. On this side of the Atlantic, we are just beginning to take our chess seriously, and are developing several players who command the respect of the Continental masters. This a late development, for previous to the debut of Capablanca in the international chess arena in 1911, the experts of Europe considered the United States

quite provincial and backward chessically. It is indeed difficult for these old centers of the chess art to feel that we in the provinces are capable of playing the game in its classic style. Of course, Paul Morphy, who in 1858 made a triumphal tour of the Old World, still remains the patron saint of all chess players. His games remain an inspiring monument to the depth and resourcefulness of the human mind. Pillsbury's achievements in the late nineties command the unstinted respect of the European experts. Marshall, too, in a long and brilliant career, has done much to place America chessically at the forefront of international events. And now, young Irving Kashdan, of New York, in manner and style reminiscent of Morphy, continues placidly to register victory after victory against the European grand masters, and, if—as may be in the stars—he is destined to bring the world's crown to his native land, a new era for chess in America will surely arise.

A wealth of literature is at the disposal of the chess enthusiast. The only requirement is a grasp of the game sufficient to appreciate its many beauties. A game of chess has a permanence no other art can boast. It can be reproduced a century later in any part of the globe without losing a bit of its original freshness. In addition to the genius of the past masters—Anderssen, Morphy, Zukertort, and a host of others—the chess devotee can follow the progress of the game in the work of the masters from Tournament to Tournament. And the efforts of the modern gladiators—Capablanca, Alekhine, Euwe, Kashdan, Flohr, and their followers—offer artistic thrills comparable to the compositions of the great composers and artists in music or bronze. "A genuine Capablanca" was the comment of an English journal relative to his game against Nimzowitch at New York in 1927; and all of these masterpieces of the chess board combine the beauty of a great picture or



painting with the finesse of a great fighter, both of which the chessist may enjoy. Chess fans do not loom large in the minds of the general public, but they cover the entire world from Buenos Aires to Bangkok, and all in all, make up a respectable total. Thus the games of a great Tournament or world championship match are sent by cable to every part of the globe to be played over within a few hours after the masters have left the table.

The true chess player finds the game a mental tonic, and arises from a session at the board mentally rejuvenated and ready for another week of routine work. This is true of players of every walk in life. The number of professional men who turn from their daily problems to the chess board for relief and stimulus is legion. It was my personal good fortune to play with Dr. Elmer E. Southard, noted neurologist of Boston, who represented his college in the intercollegiate matches, and scored the astounding total of twenty-four victories out of twenty-four games in the four annual contests of his collegiate career. He was one of the greatest chess geniuses we have produced, yet withal attained the highest rank in his profession and lived a complete and rounded life. The charm of his personality lingers with all who knew him. At Philadelphia, Dr. J. William White, noted surgeon, found in chess problems splendid relaxation, and also played an able game throughout his life, treasuring a drawn game with the world champion among his accomplishments. At Washington, Dr. Harvey Wiley, food authority, was a keen chess enthusiast and played a good game, contested with master players in their simultaneous exhibitions, and appreciated the best in the art. These three stand out, but the number of physicians who play and enjoy the game would make a formidable list. Among the dentists, Dr. Putzman of Boston stands out as a real expert, and throughout the country many practitioners of the arduous work of dentistry find a stimulating hour

at the board.

Among the lawyers, chess holds a real place. The mention of names is difficult, so numerous are the noted legal lights who play the game. John G. White, of Cleveland, not only played a real game, but collected a valuable chess library which he left to his city. D. Stuart Robinson of Philadelphia, Judge Showalter of Detroit, Judge Labat of New Orleans, Justice Mahlon Pitney, come to mind among those who have gone. George Emlen Roosevelt, ex-Governor Charles S. Whitman, the late Herbert Limburg, Harold M. Phillips, W. M. P. Mitchell, John L. Clark, all of New York, Walter Penn Shipley of Philadelphia, and John F. Barry and Harold Perrin of Boston, are merely mentioned because personally known to the writer from the vast number of attorneys in every city who play and enjoy the game.

The ministry has always played the game, from the days of the monks in the monasteries; and able exponents of the chess art they have proved themselves. The late Dr. B. M. Neil, of Philadelphia, was in his day one of the strongest players in the United States, and held the title of New England champion; a keen enthusiast all his life, though at a later date, he played in matches under an assumed name, possibly feeling that the competitive spirit of match play was at variance with his years and his work. In England no such conflict could even be conjured up, and the ministry not only plays a good game of chess, but writes books on the subject, and the works of Ranken and Cunningham are equal to the best. In fact, outside of Holland, where chess is taught in the schools, and some parts of Germany where the children carry their chess boards to the school house each day, England teems with chess players. The best business and professional elements play the game, and captains of finance and industry participate in the matches.

*Continued on page 32*



# GAME DEPARTMENT

## CARO-KANN DEFENSE

LONDON, FEBRUARY 1932

(Notes by Dr. Alekhine from the London  
Tournament Book)

Dr. Alekhine      W. Winter  
White              Black

1 P—K4              P—QB3  
2 P—Q4              P—Q4  
3 PxP                PxP  
4 P—QB4

One of the best lines of play against the Caro-Kann.

5 Kt—QB3           Kt—KB3  
6 Kt—B3            Kt—B3  
7 PxP                KKtxP  
8 B—QKt5           Q—R4

This move, which I introduced in my game against Nimzowitch at Bled, 1931, is decidedly too risky. After 8 .... R—QB, preventing 9 Q—R4, White's advantage would be very slight.

9 Q—Kt3!           BxKt  
10 PxB               KtxKt  
11 PxKt

In the Bled game, Nimzowitch played here 11 BxKt ch, PxP; 12 Q—Kt7? and after Kt—Q4 ch; 13 B—Q2, Q—Kt3; 14 QxR ch, K—Q2, 15 O—O! Kt—B2; 16 B—R5, etc., lost a piece and the game, with the simple text move White keeps the initiative.

12 P—Q5!           P—K3

It is necessary to sacrifice the Pawn at once, as after 13 O—O—O, R—Q, Black would obtain a satisfactory position.

13 O—O              PxP  
                         O—O—O

The only move. After 13 .... B—K2; 14 R—K the pin on the King's file would be deadly.

14 BxKt              PxP  
15 QR—Kt           Q—B2

Or 15 .... K—Q2; 16 P—QB4, etc., with a tremendous attack.

16 Q—R4            R—Q2  
17 B—Q2!           B—B4  
18 P—QB4           K—Q

Again the only move. If 18 .... B—Kt3; 19

P—B5, BxP; 20 Q—R6 ch, K—Q; 21 B—R5, B—Kt3; 22 RxB and wins.

19 B—R5            B—Kt3  
20 BxB               PxP  
21 Q—R8 ch

Most of the Continental annotators have failed to appreciate this Queen manoeuvre. The idea is the following. If White plays at once 21 PxP, Black can answer 21 .... RxB; 22 KR—Q, K—K2!; 23 RxR, PxR; 24 R—K ch, K—B3; 25 Q—R4 ch, K—Kt3, and White would have no more than perpetual check. Therefore he has to prevent the Black King escaping via K2.

22 Q—R3            Q—B  
23 PxP               Q—Kt  
                         PxP

After 23 .... RxB; 24 KR—Q1, R—K1; 25 RxR ch, PxR; 26 R—Q, Q or R—K4; 24 P—KB4, Black would have no adequate defense.

24 R—Kt4

The winning move as Black has no time to play 24 .... R—K on account of 25 R—QR4, etc.

25 R—K!            Q—Q3  
                         R—B2

Or 25 .... R—K2; 26 R—Q, with a winning attack.

26 Q—Kt3           R—K  
27 R—Q              R—K4

Obviously Black cannot protect both his Pawns.

28 RxKtP            R—B3  
29 RxR               R—Kt4 ch

Forced (29 .... QxR?; 30 Q—Kt8 ch, etc.).

30 K—R              QxR

31 R—K!

Initiating the final attack.

32 Q—Kt8 ch        Q—B3  
33 P—B4            K—Q2  
                         R—Kt3

I expected here 33 .... R—R4; 34 Q—K8 ch, K—Q3; 35 R—QB1!, RxP ch; 36 K—Kt1, forcing the win.

34 Q—K8 ch        K—B2  
35 R—QB ch        K—Kt3  
36 R—QKt ch       K—B4  
37 Q—Kt5 ch       Resigns.

If not the most brilliant, this is, to my mind, the best game I succeeded in playing in London.



## QUEEN'S GAMBIT DECLINED

LONDON, FEBRUARY 1932

(Notes by Dr. Alekhine from the London Tournament Book)

S. Flohr	G. A. Thomas
White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	P—Q4
4 B—Kt5	QKt—Q2
5 P—K3	P—B3
6 PxP	KPxP
7 B—Q3	B—K2
8 Q—B2	O—O
9 KKt—K2	R—K1
10 Kt—Kt3	Kt—B1
11 O—O—O	P—QKt4
12 Kt—B5	BxKt

Up to now Black has followed the modern theoretical method and obtained a position with good fighting chances. But this exchange was not necessary. The logical line was 12 ... P—QR4, followed by P—R5 and eventually P—QKt5, etc.

13 BxB P—Kt5?

Allowing the White Kt to get control of the important spot QB5. 13 ... P—QR4 (-R5) was still preferable.

14 Kt—R4	Kt—K5
15 BxB	QxB
16 K—Kt1	Q—B3
17 BxKt	RxB
18 R—QB1	

The situation is now cleared. Black has no compensation for the weakness of his Queen's side Pawns. Flohr's method of exploiting his advantage is very instructive. He finally succeeds in obtaining pressure on the King's wing after having forced Black's move 28 ... P—KB3, and the combined attack on both wings puts Black in inextricable difficulties. The final moves are pretty.

	R—B1
19 Kt—B5	R—K2
20 K—R1	P—QR4
21 Kt—Q3	Q—Q3
22 Q—R4	R—R2
23 Kt—B5	P—KR3
24 R—B2	Kt—K3
25 P—KKt3	Kt—Q1
26 KR—QB1	Q—Kt3
27 R—Q2	R(B1)—R1
28 Kt—Q3	P—B3

29 Kt—B5	Q—B4
30 Q—Kt3	K—R1
31 P—QR4	R—K2
32 Q—Q1	Kt—B2
33 Kt—Q3	R—R3
34 P—Kt4	Q—B1
35 Kt—B4	R—Q2
36 P—R4	Q—K1
37 R(Q2)—B2	R—Q3
38 Q—Q3	R—R1
Or 38 ... R—Kt3; 39 R—QB5, etc.	
39 RxP!	RxR
40 RxR	Kt—Q1

The Rook cannot be taken on account of 41 Kt—Kt6 ch, followed by 42 Kt—K7 ch.

41 R—B7	QxRP ch
42 K—Kt1	Q—K1

Or 42 ... P—Kt6; 43 Q—Kt6 and the White King escapes to KB3.

43 R—K7! Resigns.

With the possible end: 43 ... Q—Kt1; 44 Kt—Kt6 ch, K—R2; 45 Kt—B8 ch, K—R1; 46 R—K8, followed by 47 Q—R7 ch, QxQ; 48 Kt—Kt6 mate.

\* \* \*

## QUEEN'S PAWN OPENING

BERNE TOURNAMENT, JULY 1932

(Notes by F. Reinfeld)

S. Flohr	Dr. O. Naegeli
White	Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 Q—B2	P—Q4
5 PxP	PxP
6 B—Kt5	B—Kt5

In the first Berne tournament Naegeli played as follows against Alekhine: 6 ... P—B3; 7 P—K3, B—Kt5; 8 Kt—K2, QKt—Q2; 9 Kt—Kt3, P—KR3; 10 B—KB4 with chances for both sides.

7 Q—Kt3!

This forces Black to exchange subsequently because of his unprotected QKt Pawn.

Kt—B3

8 P—K3

Naturally 8 P—QR3 would be premature because of ... KtxP; 9 Q—R4ch; B—Q2.

	O—O
9 P—QR3	BxKt ch
10 QxB	

Now White has obtained two Bishops and a powerful pressure on the QB file. Hence Naegeli



decides to seek complications.

Q—Q3

11 P—B3

The simplest way to parry the threat of ..., Kt-K5.

B—B4

A subtle move. If he retreats ..., B-Q2 directly, White gets a beautiful game by B-Q3, Kt-K2 etc. After the text-move, however, White can only develop his pieces in this way by playing P-KKt4, giving Black some chances of counter-attack.

12 Kt—K2

KR—K

13 P—KKt4

B—Q2

14 B—B4

Q—K2

15 Kt—Kt3

The threat of 16 P-Kt5 is very awkward for Black to meet.

BxP?

Probably best under the circumstances.

16 PxB

KtxKtP

Threatening 17 ..., P-KKt4 as well as 17 ..., KtxKP; 18 BxKt, QxB ch; 19 QxQ, RxQ ch; 20 K-Q2, R-Kt6 with a good game. How can White meet both threats?

17 O—O—O!

Played with Flohr's usual ingenuity.

Kt—B7

17 ..., KtxKP is clearly out of the question because of 18 R-K, while 17 ..., P-KKt4 can be answered by 18 R-KKt, PxB; 19 Kt-B5, Q-Kt4?; 20 RxKt ch.

18 KR—Kt!

KtxR

19 KxKt

Now White is left with two minor pieces against Rook and two Pawns. He has the two Bishops and some attacking chances, but his Pawns are weak and his King somewhat exposed. A draw is the legitimate outcome.

Q—R5?

But this is too impetuous. In order to take the sting out of 20 Kt-B5 he should have now played 19 ..., P-KKt3, for example: 19 ..., P-KKt3; 20 Kt-B5, Q-K3 with a difficult game for both sides.

20 B—Q3

Threatening Kt-B5, which could not be played on the previous move because of ..., Q-R4 ch.

Kt—K2

His last chance was 20 ..., P-KKt3; 21 Kt-B5, Q-Q (but not 21 ..., Q-B3; 22 Q-K, K-R; 23 B-Kt5, Q-K3; 24 Q-R4).

21 K—B

Kt—Kt3

Possibly with the intention of retreating the Queen, which he soon perceives to be impracticable.

22 Kt—B5

Now that Black has relinquished command of this square a catastrophe soon follows.

Q—B7

Black has no satisfactory continuation. If 22 ..., Q-Q; 23 P-KR4, P-KR4; 24 Q-Q2 followed by Q-Q.

But the Queen is lost now.

23 R—B

Q—Kt7

24 B—Kt3

R—K3

25 Q—K

QR—K

26 Q—Q!

Q—R6

27 R—B2!

Flohr has systematically taken away the Queen's available squares and now threatens 28 B-B.

P—KR4

In order to reply 28 ..., Q-Kt5 to 28 B-B. But he gets a surprise from another diagonal.

28 Kt—R6 ch!

PxKt

29 B—B5

Very neat.

RxP

30 BxQ

R—K8

31 BxP

RxQ ch

32 KxR

R—K5

33 R—Q2

Kt—R5

34 R—Q3

P—B3

35 B—B8

R—K2

36 B—Q6

Resigns.

\* \* \*

## CARO-KANN DEFENSE

BERNE TOURNAMENT, JULY 1932

(Notes by F. Reinfeld)

Dr. A. Alekhine

Sultan Khan

White

Black

1 P—K4

P—QB3

2 P—Q4

P—Q4

3 PxP

PxP

4 P—QB4

Kt—KB3

5 Kt—QB3

Kt—B3

6 Kt—B3

B—Kt5

Probably best. 6 ..., P-K3, ..., P-KKt3, or ..., B-B4 are all advantageously met by 7 P-B5.

7 PxP

KKtxP

8 B—QKt5

P—QR3

The best reply seems to be 8 ..., R-B.

9 BxKt ch

PxB

10 Q—R4

KtxKt?

This Pawn sacrifice is subsequently shown to be inadequate. It is not clear why Black does not play 10 ..., B-Q2; 11 Kt-K5, P-K3 and White cannot capture the BP.



11 QxP ch            B—Q2  
 12 QxKt            R—B  
 13 Q—K3            B—Kt4  
 14 P—QR4           B—B5  
 15 P—QKt3          B—Q4  
 16 O—O            Q—Kt3

Not 16 ..., BxKt; 17 QxB, QxP; 18 B-K3 followed by KR-Q, QR-B, or Q-Kt7 according to circumstances.

17 B—Q2!           P—K3

17 ..., BxP is out of the question because of 18 KR-Kt; but if 17 ..., QxKtP; 18 QxQ, BxQ; 19 KR-Kt, B-B5; 20 R-Kt6 with advantage.

18 KR—B            R—QKt

He must avoid the exchange, for after 18 ..., RxR; 19 RxR, QxKtP; 20 Q-B4 White has too many threats.

19 Kt—K5!

Beginning a series of moves with the Knight which offer a further proof of Alekhine's virtuosity in the handling of this piece.

P—B3

20 Kt—B6!

An unexpected reply. Naturally the Kt cannot be taken.

R—R

21 Kt—R5

K—B2

22 Kt—B4

Q—Kt2

23 Q—Kt3

B—K2

24 P—R5

QR—Q

..., BxKt would enable him to put up a more prolonged resistance.

25 Kt—Kt6

This entry of the Kt is decisive, the immediate threat being 26 R-B7, Q-Kt; 27 RxB ch, KxR; 28 QxP ch, K-Q3; 29 B-B4 ch.

B—B3

26 R—B4

KR—K

27 QR—QB

B—Kt4

Not 27 ..., R-Q3, 28 B-B4.

28 R—B7

Q—K5

29 P—Q5!!

K—Kt

Somewhat better was 29 ..., P-K4, but ..., PxP would be fatal:

I. 30 R-K, Q-Q5 (Black must prevent B-Kt4); 31 B-B3!, Q-Q6; 32 QxQ, BxQ; 33 B-Kt4 and wins.

II. 30 R-K, B-K7; 31 Q-B4!, QxQ; 32 BxQ, B-Kt4; 33 B-Q2! threatening; 34 B-Kt4 (if 34 ..., K-B, 35 RxB, RxR; 36 B-Kt4, R-K; 37 KtxP).

III. 30 R-K, B-K7; 31 Q-B4!, Q-Q6; 32 R-B3!, Q-Kt4; 33 R-K3, B-R4; 34 Q-B7 and wins.

The concentrated power and harmonious cooperation of the White pieces in these variations are

noteworthy.

30 R—K            Q—B4

Or 30 ..., B-K7; 31 P-Q6, B-B (31 ..., RxP; 32 RxB); 32 P-Q7, R-K2; 33 R-B8, RxP; 34 KtxR, RxKt; 35 Q-K3 and wins.

31 B—Kt4           R—Q2

32 RxR            BxR

33 BxB            PxP

34 Q—Q6           Resigns.

\* \* \*

## QUEEN'S PAWN (COLLE SYSTEM)

BERNE TOURNAMENT, JULY 1932

(Notes by F. Reinfeld)

Dr A. Alekhine

S. Flohr

White

Black

1 P—Q4

P—Q4

2 Kt—KB3

Kt—KB3

3 P—K3

P—K3

4 B—Q3

P—B4

5 P—B3

Kt—B3

6 QKt—Q2

Q—B2

7 O—O

B—K2

8 Q—K2

O—O

9 P—K4!

An innovation of Alekhine's which is superior to the hitherto usual line: 9 PxBP, BxP; 10 P-K4, B-Q3; 11 R-K, Kt-KKt5; 12 P-KR3, KKt-K4 etc.

QPxP

If 9 ..., BPxP Tartakower gives 10 P-K5, Kt-Q2; 11 PxP with a strong center for White; but Black can play 10 ..., Kt-KR4; 11 PxP (11 BxP ch is clearly unsound) Kt-B5, with good chances.

10 KtxP

PxP

11 KtxP

QKtxKt

12 PxKt

KtxKt

13 BxKt

P—KB4?

Creating a permanent weakness at K3. Flohr was possibly afraid of 13 ..., B-Q2; 14 B-K3 (after 14 Q-B3, QR-Kt; 15 B-B4, B-Q3; 16 QR-B, Q-Kt3; 17 BxB, QxB; 18 BxP, Q-Kt3 Black has nothing to fear) QR-B; 15 QR-B, Q-Kt; 16 Q-B3. But Black simply replies 16 ..., P-QKt3 and exchanges Rooks on the Queen-Bishop file.

14 B—B3

B—B3

15 R—Q

R—Q

16 B—K3

P—B5?

17 QR—B!

Q—Q3

18 B—Q2

BxP?

Not 18 ..., QxP; 19 B-R5. Black's 13th to 18th moves inclusive have been part of a consistently carried out plan which leads directly to a lost game. Relatively best, according to Tartakower,



was 18 .... R-Kt; 19 B-R5, P-QKt3; 20 R-B6, Q-K2; 21 B-B3, B-Q2; 22 R-B7, P-QR4 followed by .... Q-Q3.

19 B-R5!

White exploits his superiority with a few powerful, decisive moves.

R-Q2

19 .... R-K; 20 Q-B4.

20 RxB! QxR

21 QxP ch R-B2

Or 21 .... K-B; 22 R-K, R-Q (22 .... P-KKt3; 23 B-B3 wins the Queen); 23 Q-K7 ch, K-Kt; 24 B-B3, Q-Q2; 25 B-Q5 ch!, K-R; 26 BxP mate.

22 RxB ch RxR

23 QxR(B8) ch R-B

24 QxP R-K

25 P-KR3 Q-B4

26 B-B3 Q-K2

27 B-Q5 ch K-R

28 QxQ Resigns.

\* \* \*

## QUEEN'S GAMBIT DECLINED

BAD SLIAC TOURNAMENT, JUNE 1932

(Notes by F. Reinfeld)

E. D. Bogoljubow Dr. M. Vidmar  
White Black

1 P-Q4 P-Q4  
2 P-QB4 P-QB3  
3 Kt-KB3 Kt-B3  
4 Kt-B3 P-K3  
5 P-K3 QKt-Q2  
6 B-Q3 PxP  
7 BxBP P-QKt4  
8 B-Q3 P-QR3  
9 O-O P-QB4  
10 P-QR4 P-Kt5  
11 Kt-K4

Probably stronger is Kt-Kt-Q2-B4.  
B-Kt2

12 KtxKt ch

Or 12 KtxP, KtxKt; 13 PxKt, BxP; 14 Q-K2 (threatening B-Kt5 ch, O-O; 15 P-K4 with a very good game (Flohr-Kashdan, London 1932). But Alekhine's suggestion 13 .... BxKt!; 14 PxP, KtxP should equalize.

13 Q-K2 KtxKt  
14 KtxP PxP

An excellent alternative is 14 PxP, B-K2; 15 B-K3, O-O; 16 Kt-K5.

B-K2

15 Kt-Kt3

In order to play P-K4.

O-O

16 P-K4 Kt-Q2

17 P-B4?

A useless and weakening move. Much better was the simple 17 B-K3, preventing .... Kt-B4, and if 17 .... Kt-K4; 18 B-B2, QR-B; 19 P-B4, Kt-B5; 20 B-Q4 with a good game.

Kt-B4

18 KtxKt BxKt ch

19 B-K3 B-Q5!

20 Q-KB2

Preferable to this loss of a Pawn was 20 BxB, QxB ch; 21 K-R, KR-Q; 22 KR-Q.

BxKtP

21 QR-Q B-B6

22 B-B5 R-K

23 B-B2

Possibly Bogoljubow had been contemplating 23 B-Kt5, but he must needs content himself with the more modest text-move, for after 23 B-Kt5, PxP; 24 RxQ, KRxQ; 25 PxP, BxP (threatening .... R-Q7); 26 B-K3, P-Kt6; 27 B-B, R-R7 the game is over.

Q-B2

24 B-Kt6 Q-B5

Threatening .... P-Kt6.

25 B-Q3 Q-B3

26 P-R5 QR-B

27 P-K5 R-K2

28 B-B2 R-Q2

29 B-Kt3 RxR

30 RxR P-Kt3

31 P-R4 Q-K5!

The final stage.

32 K-R2 Q-B4

33 R-Q7 B-K5

34 B-K3

In order to free the Queen from the protection of the BP.

P-R4

35 Q-K2 R-Kt!

36 R-Q6

If 36 QxQRP, Q-Kt5; 37 Q-B, B-K8! (threatening 38 .... QxRP ch; 39 K-Kt, B-Kt6); 38 B-KB2, QxBP ch; 39 K-Kt, BxB ch; 40 QxB, QxKP and wins.

BxKP!

37 R-Kt6 B-B2

38 RxR ch BxR

39 QxQRP BxP ch



40 BxB QxB ch

41 K—R

Forced; if 41 P-Kt3, Q-B6; or 41 K-Kt, Q-K6 ch.

Q—QB8ch

42 K—R2 Q—Kt7

Resigns.

Dr. Vidmar has handled the concluding phase very neatly.

\* \* \*

## QUEEN'S GAMBIT DECLINED

SEMMEERING, JANUARY 1932

(Notes by I. Horowitz)

Bogoljubow  
WhiteSpielmann  
Black

1 P—Q4

P—K3

2 P—QB4

Kt—KB3

3 Kt—QB3

P—Q4

4 Kt—KB3

QKt—Q2

5 PxP

PxP

6 B—B4

P—B3

7 P—K3

B—K2

8 B—Q3

Here P-KR3 is preferable to safeguard the QB against an attack by the Black Kt.

9 B—Kt3

Kt—R4

KtxB

10 RPxKt

Kt—B3

11 Q—B2

P—KR3

12 O—O—O

Q—R4

13 K—Kt

B—KKt5

14 B—B5

P—KKt3

15 BxB

KtxB

16 Kt—K5

KtxKt

17 PxKt

O—O—O

18 P—K6

Such a move is generally very good or very bad. There is no happy medium. Its strength lies in the advanced nature of the P into enemy territory, temporarily hampering activities. Its strength is paradoxically its weakness, - the advancement of the pawn makes it difficult of protection. This is the turning point of the game.

19 P—KKt4 P—KB4

20 QxP PxP

21 Q—B2 QR—Kt

22 P—K4 K—Kt

23 Kt—K2 P—Q5

If RxP then Q-K4 regaining the P with a good

position.

24 P—B4 P—B4

25 PxP PxPep

Q—R3

Until now black has defended himself well. Here, however, he should have played R-Kt7, the object of which is to hinder the mobility of the white forces, and also to threaten Q-R3 attacking Kt and P. If 25 R-Kt7, then either R-Kt R(R)-Kt, and black's supremacy of the seventh rank cannot be challenged. If after R-Kt7 26 Q-Q3 then Q-Kt3 to be followed by Q-Q3. Black can gradually develop an attack against the white K with his two extra P's on the wing, and white's center P's can be held in abeyance.

26 Kt—B4 Q—Q3

27 Q—R2

Apparently overlooked by black. He cannot now prevent the Kt from obtaining a central position.

28 Kt—Kt6 R—K

QxQ

R-R2 was no better. If P-B4 QxP, P-B5ch Q-Q3, P-K5 Q-B2, KtxB R(R2)xKt, P-K6 P-Kt3, P-Kt4 QxQ, RxQ PxP, RxP followed by P-B6 and 7, and black cannot repel the advance of the white P's successfully.

29 RxQ R(R)—Kt

30 Kt—K5 B—Q3

31 Kt—Q7ch K—B2

32 RxP R—KR

33 R—Kt6 R(K)—KKt

34 RxR RxR

35 P—K5 B—K2

36 P—B4 Resigns

An enjoyable game. White alert to his opportunities pressed a small advantage to the limit.

\* \* \*

## MATCH SPIELMANN-BOGOLJUBOW

SEMMEERING, JANUARY, 1932

R. Spielmann  
WhiteE. Bogoljubow  
Black

1 P—K4

P—K4

2 Kt—KB3

Kt—QB3

3 B—Kt5

P—QR3

4 B—R4

Kt—B3

5 Q—K2

Avoiding the stereotyped defenses, as the variations resulting from this move have not been fully exploited.

6 P—B3 B—K2

P—Q3



7 P—Q4                      B—Q2  
 8 O—O                      O—O  
 9 B—B2

Black threatened PxP, PxP KtxQP.

10 P—Q5                      R—K  
 11 P—KR3                    Kt—Kt  
 12 PxP                      P—B3  
 13 P—B4                    BxBP

Fixing the black QP and also retaining command of the center. If P-QKt4 then Kt-QB3.

14 Kt—B3                    QKt—Q2  
 15 P—QKt4                  Kt—B4  
 16 B—K3                    Kt—K3  
 17 KR—Q                    B—B  
 18 QR—B                    Q—B  
                               P—QKt4

Until now black has resisted passively. With this move he makes an attempt to free himself of the backwards QP and to challenge the center. If 19 PxP then PxP, KtxKtP RxP, KtxQP BxKt, RxB KtxKP to be followed by either B-R5 or Kt-B6.

19 Kt—Q5                    Q—Kt2  
 20 Kt—R4

There is nought to be gained by KtxKt ch PxKt, for then black's pressure on the KP and in the center would compensate for the doubled pawn.

21 PxP                      Kt—Q2  
                               QxP  
 22 B—Q3                    Q—Kt2  
 23 B—QB4                   B—R5  
 24 R—K                    P—Kt3  
 25 Q—Kt4                   QR—B  
 26 Kt—B5                   P—KR4  
 27 Q—B3

Pretty! If PxKt PxP, Kt moves Kt-B6ch winning the Q.

28 Kt—R6ch                  R—B3  
 29 BxB                      BxKt  
 30 Kt—B6ch                  Kt—Q5  
 31 B—Kt7ch                  K—R

The "coup de grace."

32 KtxRch                    KxB  
 33 QxBP                      K—R3  
                               Resigns

A fine game of theoretical significance.

## QUEEN'S GAMBIT AMSTERDAM, MARCH 1932

(Notes by I. Horowitz)

Euwe                      Flohr  
 White                    Black

1 P—Q4                    P—Q4  
 2 P—QB4                   PxP  
 3 Kt—KB3                  Kt—KB3  
 4 P—K3                    P—B4  
 5 BxP                      P—K3  
 6 O—O                    Kt—B3  
 7 Q—K2  
   If PxP then R—Q  
 8 R—Q                    P—QR3  
 9 PxP                      P—QKt4  
                               Q—B2  
 10 B—Q3                   BxP  
 11 P—QR4

Forcing the advance of black QKtP, and thus securing a good post at QB4 for the Kt at Kt.

12 QKt—Q2                  P—Kt5  
 13 P—QKt3                  Kt—QR4  
 14 B—Kt2                   Kt—Q4  
                               Kt—B6

Black should have completed his development by O—O and B-Kt2 before going into complications. He soon gets into trouble for want of development.

15 BxKt                    PxP  
 16 Kt—K4                   KtxP  
 17 QR—Kt                   Kt—R4  
 18 R(Q)—QB                  B—K2  
 19 RxP                      Q—Q  
 20 R—Q                    Q—Kt3  
 21 Kt(B3)—Kt5              P—Kt3  
 22 Q—B3                   O—O  
 23 Kt—B6ch                  BxKt  
 24 QxB                      B—Kt2

At last completing his development, but white has something in store for him.

25 KtxRP!                   KR—Q

If KxKt then BxPch followed by R-Q7ch and mate in a few.

26 P—KR4!!

Again if KxKt then P-R5 and there is no defense.

27 P—R5                    R—Q2  
 28 P—R6                    Q—Q  
                               Resigns



## QUEEN'S GAMBIT DECLINED

AMSTERDAM, MARCH 1932

(Notes by I. Horowitz)

Euwe White	Flohr Black
1 P—Q4	P—Q4
2 P—QB4	P—QB3
3 Kt—KB3	Kt—KB3
4 Kt—QB3	P—KKt3
Avoiding the routine.	
5 B—B4	PxP
6 P—QR4	Kt—Q4
7 B—Q2	Kt—Kt5
Black does not risk holding the P by KtxKt, followed by P-QKt4. He plays instead to win a B for a Kt, which is an advantage. If P-K3 then Kt-Q6ch.	
8 R—B	B—Kt2
9 Kt—QKt	P—QR4
10 Kt—R3	P—QB4
Played with precision. Hitting the center and hitting it hard.	
11 KtxP	PxP
12 Kt—Kt6	
White is a P behind and without compensation, therefore he plays to get a few checks. It may lead to mate.	
	QxKt
13 RxBch	K—Q2
14 R—B4	R—Q
15 P—K3	K—K
16 KtxP	Kt (Kt)—B3
Black will recapture the P in his own good time.	
17 KtxKt	PxKt
18 Q—Kt	BxKtP
If QxB then Kt-Q6ch winning the Q, if BxKt then B-R6.	
19 RxKt	PxR
20 QxB	RxP
21 B—B4	P—Kt6
The final blow, there is no defense.	
22 BxP	R—Kt
23 O—O	QxB
24 Q—R8ch	K—Q2
25 QxP	R—R8!
26 B—K	Q—B5
27 Q—R3ch	P—B4
28 Q—Kt3	R(Kt)—Kt8
29 P—B3	Q—K7
30 Resigns	

## QUEEN'S GAMBIT DECLINED

AMSTERDAM, MARCH 1932

(Notes by I. Horowitz)

Spielmann White	Euwe Black
1 P—Q4	P—Q4
2 P—QB4	P—QB3
3 Kt—KB3	Kt—KB3
4 Kt—QB3	P—K3
5 P—K3	QKt—Q2
6 Kt—K5	
Premature, but there is no way to take immediate advantage. Capturing the Kt would leave white with a promising K side attack.	
	B—K2
7 B—Q3	O—O
8 P—B4	P—B4
The correct method of hitting the white P formation, and properly timed.	
9 BPxP	KtxP
10 QKtxKt	PxKt
11 O—O	Kt—B3
12 B—Q2	PxP
P-B5 to be followed by an advance of the Q P's seems indicated, however this is not bad.	
13 PxP	Kt—K5
14 B—K3	Q—Kt3
15 P—B5	QxP
Captures without fear or trepidation, disregarding all traditions to the contrary. Black feels confident that he can repel any attack successfully.	
16 Q—B3	B—Kt4
Well played! Black with a P ahead combines to simplify to his advantage.	
17 BxKt	PxB
18 Q—Kt3	
If QxP then BxP!	
	BxBch
19 QxB	BxP
Grabbing everything that isn't nailed down.	
20 KR—Kt	Q—QB7
21 RxP	QR—Kt
22 R—QB	QxRP
23 RxR	RxR
24 Kt—B6	R—K
25 P—R3	P—KR3
With this move goes the last hope of white.	
26 R—B5	Q—Kt8ch



27 K—B2	B—Q2
28 P—Q5	P—B4
29 R—B ?	Q—R7ch
30 K—Kt	QxQP
31 Resigns	

\* \* \*

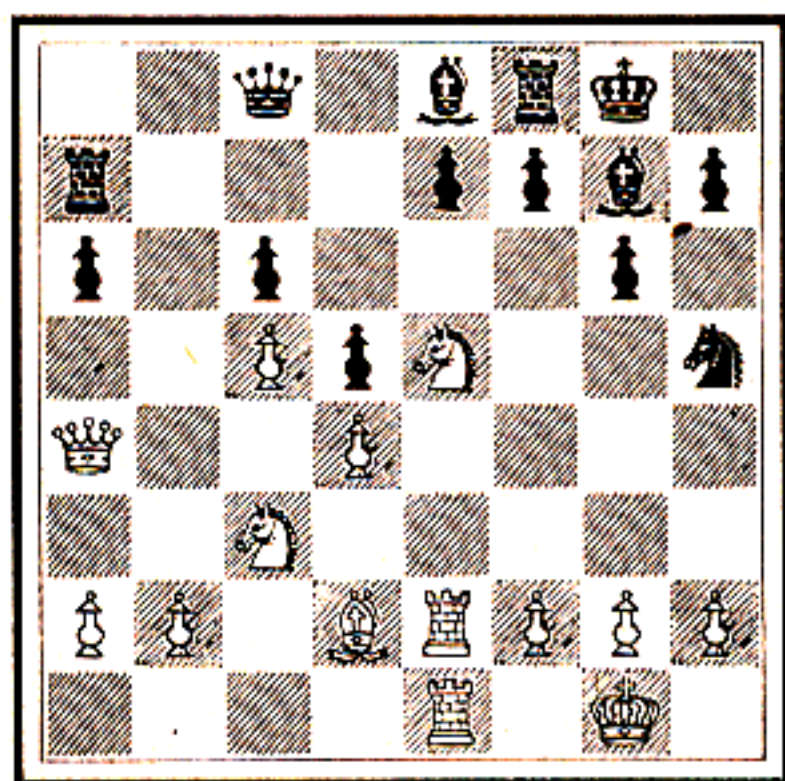
## DAKE-ALEKHINE

PASADENA, AUGUST 1932

*(Analysis by Reuben Fine)*

The following position occurred in the tournament at Pasadena, Cal., last August, in a game which Dake eventually won. It has been widely published and commented on. All the annotators blamed the champion's weak play in the opening for his loss. Yet his game was very playable, as the analysis will show.

A. ALEKHINE  
Black



White  
A. W. DAKE

*Position after White's 17th move*

Here Black played P-KB4(?), a poor move. Had he instead played P-Kt4 as pointed out by Dr. Alekhine immediately afterwards, the game would have equalized.

1. 18 BxP?, P-B3; 19 P-KKt4, PxKt; 20 PxKt, Q-Kt5ch and Black wins.

2. 18 Kt-B3, P-Kt5; 19 Kt-K5, P-B3; 20 Kt-Q3, Q-B4; 21 Kt-Kt4, P-K4; 22 KtxBP, Q-K3; (22 ... Q-Q2, or Q-B 23 KtxR!, QxQ; 24 KtxQ, BxKt; 25 P-B6 with advantage, or 22 ... R-QB2, 23 KtxQP!, R or BxKt; 24 QxB or R etc. with advantage). 23 Kt-Q8, Q-B; 24 Q-R5, R-R!; (24 B-Q2; 25 P-B6!, B-B4; 26 Q-Kt6, etc., as well as 24 ... B-Kt3; 25 Q-Kt6, R-QB2; 26 Q-K6ch are not good for Black). After 24 ... R-R Black wins a piece.

3. 18 Kt-Q3, Q-B4; 19 Kt-Kt4, BxP; 20 Kt(Kt4)xQP, BxQBP; 21 KtxPch ?, RxKt; 22 RxR, QxPch etc. 20 KtxBP would lead to the same variations.

4. 18 Kt-Q3, Q-B4; 19 Kt-Kt4, BxP; 20 Kt(Kt4)xQP, BxQBP; 21 P-KKt4, Q-B6; and Black is again a pawn ahead.

5. 18 P-KR3, Kt-B5; 19 BxKt, PxP; 20 Kt-Q3, Q-B4; or 20 ... Q-B2, followed by B-B3 gives Black very good attacking chances because of his two Bishops and the open KKt file.

6. 18 Q-B2, Kt-B5; 19 BxKt, PxP; would transpose into variations similar to 5.

7. 18 P-KKt3, P-KB3; 19 Kt-B3 (Kt-Q3 would transpose into variations similar to those in 2) Q-B4; 20 K-Kt2, P-K4!; 21 PxP, PxP; 22 KtxKtP, P-K5! and Black has an overwhelming attack.

8. 18 Kt-KB3, P-Kt5; 19 Kt-R4, B-B3; 20 P-KKt3, Kt-Kt2; (BxKt gives White too many chances).

Note 8 seems to be White's best line, but still yields Black a good game.

After the move actually played, P-KB4, the black KP was left backward, and later lost. Dake played the ending in masterly style, and won prettily.



## NEWS OF THE MONTH

**D**ECISIVE victor in every match, the College of the City of New York successfully defended their championship in the thirty-second annual tournament of the Intercollegiate Chess League, and retained possession of the Harold M. Phillips Trophy for another year. Though without the services of their captain, Reuben Fine, the City College boys were the class of the field, rolling up the score of  $25\frac{1}{2}$  to  $2\frac{1}{2}$ , with only one outright loss. New York University had a chance up to the last round, when they lost to the leaders by  $3\frac{1}{2}$  to  $\frac{1}{2}$ . The matches, played at the Marshall Chess Club, were the best attended in the history of the League. Eight teams participated, St. Johns of Brooklyn, and Yeshiva College of New York being newcomers.

College	Matches	Points
City College .	7-0	$25\frac{1}{2}-2\frac{1}{2}$
New York ...	6-1	22-6
Columbia ....	$4\frac{1}{2}-2\frac{1}{2}$	$18\frac{1}{2}-9\frac{1}{2}$
Brooklyn ....	$4\frac{1}{2}-2\frac{1}{2}$	$17\frac{1}{2}-10\frac{1}{2}$
Yeshiva .....	3-4	$10\frac{1}{2}-17\frac{1}{2}$
Pittsburgh ...	2-5	9-19
Brown .....	1-6	$7\frac{1}{2}-20\frac{1}{2}$
St. Johns ....	0-7	$1\frac{1}{2}-26\frac{1}{2}$

The leading individual scores were:

W. Jacobs, C.C.N.Y. ....	7-0
G. Hellman, C.C.N.Y. ....	$6\frac{1}{2}-\frac{1}{2}$
M. Hamermesh, C.C.N.Y. ...	$6\frac{1}{2}-\frac{1}{2}$
H. D. Cutler, N.Y.U. ....	$6\frac{1}{2}-\frac{1}{2}$
D. Bernstein, Columbia .....	$6\frac{1}{2}-\frac{1}{2}$
C. Zimmerman, Brooklyn ....	6-1
N. Beckhardt, C.C.N.Y. ....	$5\frac{1}{2}-1\frac{1}{2}$
D. H. McClellan, Columbia ...	$5\frac{1}{2}-1\frac{1}{2}$
M. W. Herrick, N.Y.U. ....	5-2
H. Polachek, Yeshiva .....	5-2

Harvard resumed its victorious sway in the H. Y. P. D. League in the eighth annual competition for the Belden-Stephens trophy at the Marshall Chess Club. Princeton had won the year before, inter-

rupting a string of four successive victories by Harvard. This year Harvard was on its mettle, and romped through the meet, winning three matches with an almost perfect point score. The final standings:

College	Matches	Points
Harvard .....	3-0	$11\frac{1}{2}-\frac{1}{2}$
Dartmouth ....	2-1	$5\frac{1}{2}-6\frac{1}{2}$
Yale .....	1-2	$4\frac{1}{2}-7\frac{1}{2}$
Princeton .....	0-3	$2\frac{1}{2}-9\frac{1}{2}$

The leading individual scores:

M. C. Stark, Harvard .....	3-0
M. A. Mergentheim, Harvard .	3-0
J. B. Hickam, Harvard .....	3-0
J. F. Coggan, Harvard .....	3-0
R. J. Fowle, Dartmouth .....	$2\frac{1}{2}-\frac{1}{2}$
F. T. Strong, Yale .....	2-1
J. G. Williams, Yale .....	2-1
E. T. McCormick, Princeton ...	2-1

Dr. Alexander Alekhine, after a very successful four months in America has departed to complete his world tour by way of the Orient. He left December 23 from San Francisco for Honolulu. He has numerous engagements in the clubs and foreign legations of Hawaii, Tokio, Shanghai, and Singapore. He may find time to visit Australia. He does not expect to be back in Europe before April or May.

Before leaving for San Francisco, Dr. Alekhine spent some time in Los Angeles. At the Los Angeles Athletic Club he played simultaneously against 22, winning 19 and drawing 3. Playing seven blindfolded at the new Hollywood Chess Club he won 5 and drew 2.

S. T. Sharp, Pennsylvania State Champion, won the championship of the Mercantile Library in Philadelphia by the narrow margin of one-half point. Sharp has won this, as well as practically every other chess title in Pennsylvania, on numerous occasions, and showed he is still in the forefront of chess there. The leaders were: S. T. Sharp, 9-2; J. Levin,  $8\frac{1}{2}-2\frac{1}{2}$ ; S. Drasin, 8-3; J. Gordon, 7-4;

*Continued on page 24*



# CONTRACT BRIDGE

By George Reith

Author of Reith's One-Over-One

IT is a pleasure to write about Contract Bridge for the readers of a Chess Magazine. While Contract is the popular diversion of great numbers of people, it is a lamentable fact, that comparatively few have the capacity as well as the inclination to really understand it. For that reason most experts who write feel that they must *write down* or not be understood; but the mind which is inclined to and is capable of playing chess should usually be interested in and able to grasp the underlying principles of Contract also. The playing of the two hands by the declarer, requires the use of certain combinations and strategical manoeuvres, which, while not so complicated are nevertheless akin to the moves on a chess board. They are the basis for the other phases of the game; defensive play by opponents, and the bidding before the play of the cards takes place. It is my intention in this series of articles to deal principally with the theory and tactics of bidding, and I am assuming that my readers will understand references to the *play* of the cards without detailed explanation.

When the cards have been dealt the problem presented to both sides is to arrive at the most favorable contract. That most favorable contract may be that in which one of the partners plays constructively for a part score, a game or a slam; or it may be a contract which they permit their adversaries to play, either undoubled or doubled. Therefore, all the players must give constant thought to both possibilities; and at every stage of the bidding, the penalty contingency must not be forgotten.

The most favorable contract is, of

course, that at which in the combined hands the most profitable results can be produced. To disclose that contract, it is desirable that both partners exchange full information of their holdings. That information should cover primarily the possession of cards which have immediate or deferred probability of taking tricks directly by reason of their rank, and the "suit patterns" which permit the "establishment" of small cards as trick-takers, and of "ruffing" tricks.

Because of the apathy or lack of capacity of the average bridge player, nearly all of the advocates of bidding systems place too much emphasis upon the value of easily recognizable high cards and too little upon the more elusive factor of suit distribution. As a result one hears constant patter about two tricks, three tricks, four and a half tricks etc., as if the possession of those few high cards in a hand were the only important factor in trick-taking probability. Actually, possession of high cards is merely one of the several contributing elements.

The best procedure is to require that each of the early round bids conveys specific distributional information, permitting the possession of high cards to be *implied* by the bids and rebids and raises. Following this principle, hands in which there is any departure from the 4-3-3-3 suit distribution should nearly always be opened when their strength qualifies them, as suit bids. Furthermore, when so opened as suit bids of One, they must be assumed to be 4-card suits until rebid or until by the bid of another suit by the same player is implied in the first suit. When a suit is bid, it also should be understood to comply with some standard strength requirement to justify subsequent raises by partner. Conversely when the whole hand is distributed 4-3-3-3 or when none of the suits held complies with the minimum bid-dable requirement, such a hand may be

*Continued on page 26*



## A NOTE ON THE CARO-KANN DEFENSE

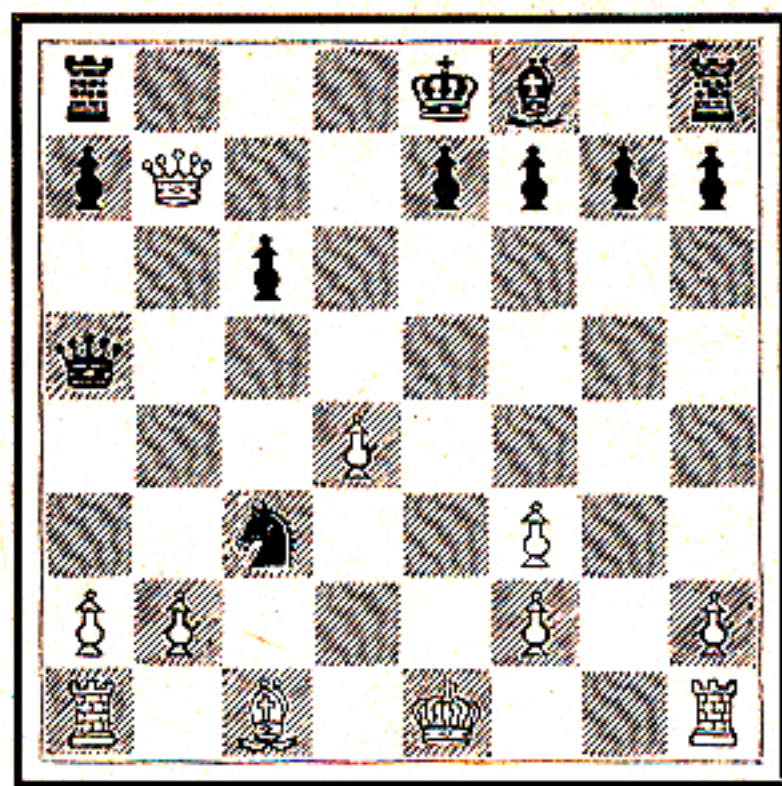
*By F. Reinfeld*

In recent years the Caro-Kann Defense has experienced a tremendous increase in popularity. Formerly the favorite defensive resource of Capablanca, Nimzowitsch, and Tartakower, this defense has come to be universally recognized as the safest reply to 1 P-K4. The reason for this view lies in the fact that while the Caro-Kann offers Black slight winning chances, it gives him an adequate command of the center and reduces White's initiative to a minimum. Hence its adoption is admirably suited for those occasions where Black wishes to "keep the draw in hand."

The three most frequently played lines (after 1 P-K4, P-QB3; 2 P-Q4, P-Q4) are (I) 3 P-K5, with which White commits himself to certain weaknesses without any compensating attack; (II) 3 Kt-QB3, probably the most promising line, but insufficient to win against careful counterplay; (III) 3 PxP, which gives White a microscopic positional advantage. In general, the results (from the standpoint of the player of the White pieces) have been unsatisfactory, and hence a good deal of interest was aroused by Nimzowitsch's game against Dr. Alekhine at Bled, where the former revived an old move of Schlechter's that seems to give White excellent chances. The game went as follows: 1 P-K4, P-QB3; 2 P-Q4, P-Q4; 3 PxP, PxP; 4 P-QB4, Kt-KB3; 5 Kt-QB3, Kt-B3; (A) 6 Kt-B3, B-Kt5; (B) 7 Pxp, KKtxP; 8 B-QKt5, Q-R4; (C) 9 Q-Kt3!, BxKt; 10 PxB, KtxKt; 11 BxKt ch, PxB; 12 Q-Kt7? Kt-Q4 ch; 13 B-Q2, Q-Kt3; 14 QxR ch, K-Q2; 15 O-O, Kt-B2; 16 B-R5 and Black won easily.

In his notes to this game in the "Wiener Schachzeitung," Becker pointed out that with 11 PxKt! P-K3; 12 P-Q5! Pxp; 13 O-O, White could obtain a very strong game due to the exposed position of the

ALEKHINE



NIMZOVITCH

*Position after White's 12th move*

hostile King. No doubt this line was pointed out in analysis after the game; at any rate Alekhine tried out this suggestion against Winter (London, 1932) and after 13 ... O-O-O; 14 BxKt, PxB; 15 QR-Kt White won by means of a finely executed attack.

Let us see whether Black has any satisfactory alternatives to this line of play.

(A) 5 ... P-KKt3, 6 Q-Kt3! B-Kt2 (practically forced); 7 Pxp, O-O; 8 B-QB4, QKt-Q2; 9 KKt-K2 (Alekhine-Euwe, Berne 1932).

(B) Against 6 ..., B-B4; ..., P-K3, or P-KKt3 White has the powerful reply of 7 P-B5! Likewise against 6 ... B-K3? White plays 7 P-B5, P-KKt3 (7 ... B-Kt5; 8 B-QKt5, R-B; was preferable); 8 B-Kt5, B-Kt2; 9 Kt-K5, Q-B (9 ... Q-B2 is slightly better, 10 B-KB4 being answered by ... Kt-R4); 10 Q-R4 (Dake-Alekhine, Pasadena 1932).

Somewhat better for Black would be 6 ... Pxp (transposing into the Queen's Gambit Accepted); 7 Bxp, P-K3.

(C) Here 8 ... P-QR3 (Alekhine-Sultan Khan, Berne 1932) is to be considered with the continuation 9 BxKt ch, PxB; 10 Q-R4, B-Q2; 11 Q-Kt3.

Black's best move is undoubtedly 8 ... R-B (Dr. Krause) which gives him an even game.

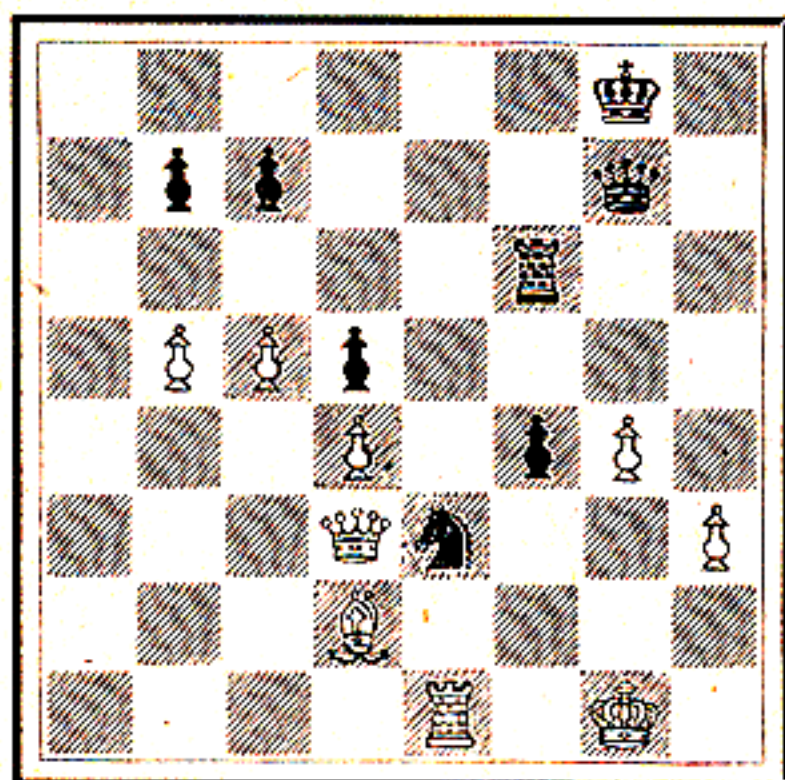


# MISTAKES OF THE MASTERS

That Jupiter will nod, and even the masters err, is a trite statement. None the less it is human to take a keen delight in witnessing the experts at their worst. Following are some positions which were lost or drawn, although a win practically on the move was possible.

LONDON, 1932.

MILNER-BARRY



KASHDAN

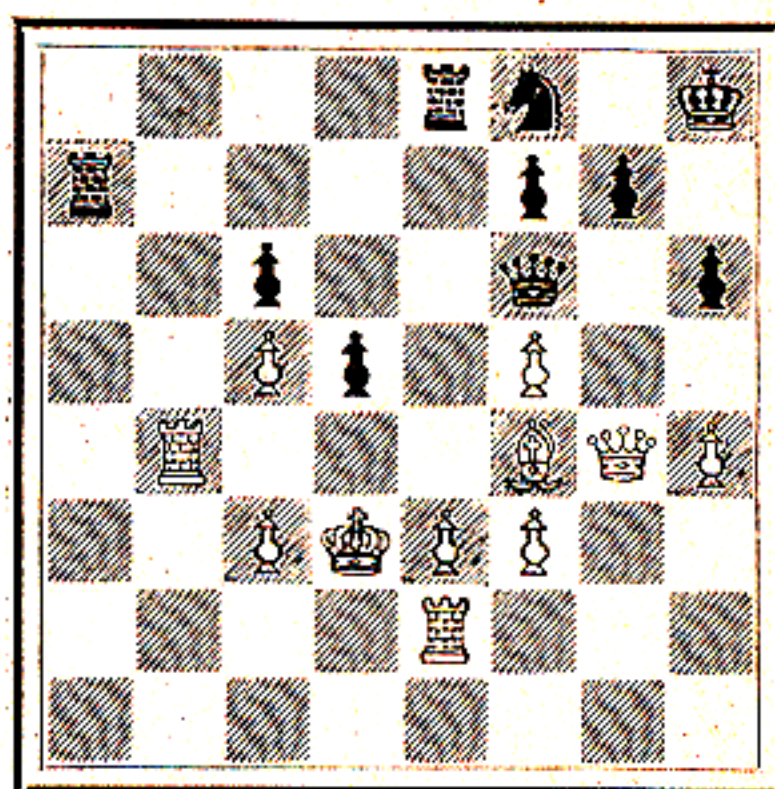
*Black to play and win*

The game: 34 ... KtxP? 35. PxKt QxPch 36. K-B2 etc. Kashdan reached a winning end game by trading rooks and giving back his extra piece.

According to Dr. Alekhine, Black could have had things all his own way by playing 34 ... Q-R3! For instance, (I) 35. K-R2? QxPch and mates next move. (II) 35. BxKt QxP 36. Q-K2 or Q2, Q-Kt6ch, etc. (III) 35. RxKt PxR 36. QxP QxQch 37. BxQ R-B6 38. B-B2 RxP 39. K-Kt2 R-QKt6 40. B-Kt3 P-B3 etc.

BAD SLIAC, 1932.

SPIELMANN



BOGOLJUBOW

*White to play and win*

Bogoljubow played 36. B-Q6? and lost. Kt-Q2 37. P-R5 R-R4 38. P-K4 Kt-K4ch (not 38 ... KtxBP 39. BxKt RxB 40. P-K5 RxKP? 41. R-Kt8ch K-R2 42. RxR QxR 43. Q-Kt6ch and wins) 39. BxKt QxB 40. R-Q4 RxBP 41. R-KKt2 PxPch 42. BPxP (if 42. QxP then Q-QKt1!) RxPch 43. KxR P-QB4 and won in six more moves.

A reader of Deutsche Schachblaetter points out that 36. B-Kt5 would have won brilliantly.

I. 36. B-Kt5 PxP 37. PxP Q-K4 38. P-KB4 Q-K2 (or B2). White wins by playing Q and R to the KR file.

II. 36. B-Kt5 Q-K4 37. P-KB4 Q-B2 38. BxRP PxP 39. R-KKt2 Kt-Kt3 40. PxKt

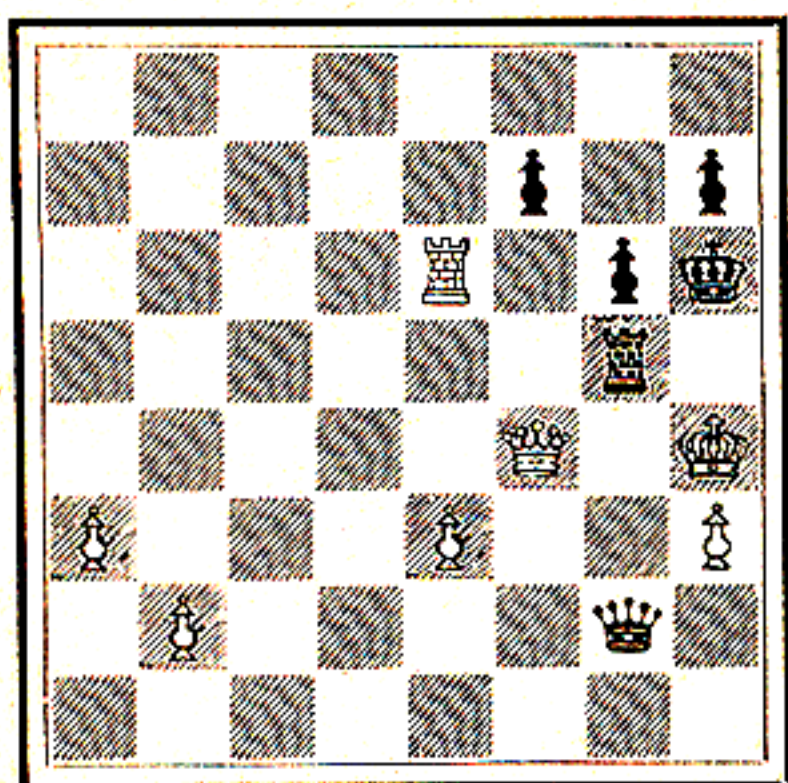
1. 40 ... Q-K2 41. R-KKt3 P-Q5 42. Q-B5! PxKP 43. PxBP R-Qch 44. R-Q4 RxR 45. PxR R-R6ch 46. K-B4 etc.

2. 40 ... Q-R4 41. PxBP Q-R3ch 42. K-B2 Q-R7ch 43. R-QKt2 Q-R5ch 44. K-Q2 RxBP 45. Q-Kt6 etc.



BERNE, 1932.

PROF. NAEGELI



DR. ALEKHINE

*Black to play and win*

The game: 38. Q-Kt8

Prof. Naegeli here misses a forced mate by 38 ... P-B4! 39. RXPch PXR 40 Any pawn move Q-Kt6ch 41. QxQ R-R4 mate.

39. R-KB6 Q-K8ch

40. Q-B2 R-KR4ch

And here 40 ... Q-Q8 wins. If 41. R-B3 then ... R-Kt8. If 41. Q-B3 R-KR4ch 42. K moves Q-KKt8ch 43. Q interposes (if 43. K-B4 Q-Kt4ch and mates in three) R-KKt4ch, winning the Queen.

41. K-Kt3

Now that the king is freed the game is drawn. Actual moves were 41 ... Q-KR8 42. Q-B4ch R-KKt4ch 43. K-B2 QxRP 44. P-Kt4 Q-Kt7ch 45. K-K Q-Kt7 46. RxBP Q-B8ch. Drawn by perpetual check, for if 47. K-K2 Q-B7ch 48. K-B3? Q-KKt7 mate.

## NEWS OF THE MONTH

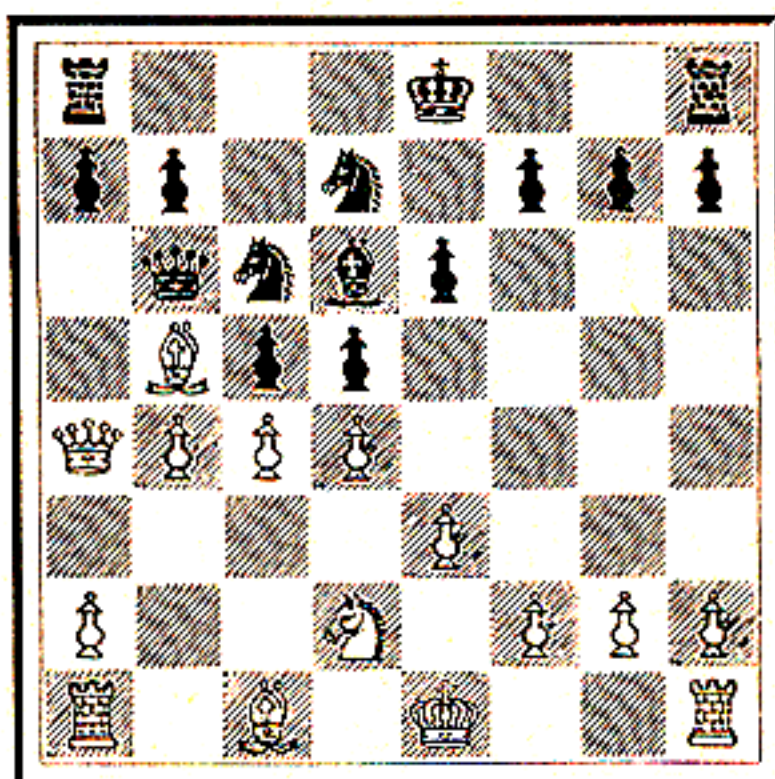
*Continued from page 20*

D. Weiner and L. Beuchler 6½-4½.

Reuben Fine, 18 year old C.C.N.Y. student, retained the Marshall Chess Club Championship, winning the tournament in brilliant style, without the loss of a game. A. Kevitz, former champion of the Manhattan and Brooklyn Chess Clubs, finished second in a close fight. Fine has made a remarkable advance in the last year. He won the Western Chess Association meet

LONDON, 1932.

MAROCZY



SULTAN KHAN

*Black to play*

10.PxQP?

Better 10 ... PxKtP! If 11. P-B5 BxBP 12. PxB KtxBP 13. BxKtch PxB 14. Q-B2 Q-Kt4. With three pawns for the piece and a strong attack, Black should win. (Alekhine)

11. P-B5 KtxBP

12. PxKt BxBP

13. BxKtch?

Now Sultan Khan misses a win: 13. Kt-Kt3! PxKP 14. KtxB PxPch 15. K-B QxKt 16. B-R3 Q-Kt3 17. R-B R-QB 18. B-B5, etc.

QxB

14. QxQch PxQ

Both sides have about equal chances. Sultan Khan had a draw almost to the end but finally he blundered — and lost.

at Minneapolis last summer. At Pasadena his score was only fair, but he had the worst of the breaks. He is good material for the American Team, and must be borne in mind when the selections are made. Following are the leading scores at the Marshall Chess Club:

R. Fine	11½-1½
A. Kevitz	9-4
R. Smirka	8½-4½
A. Costa-Rivas	8-5
T. A. Dunst	7½-5½
D. Polland	7½-5½
E. Tholfsen	7½-5½



# THE GENTLE ART OF ANNOYING

By Donald MacMurray

As everyone knows, the worst thing that can happen to a chess player is to lose a game. Because this is so, it is evident that what the chess public needs is a method of winning easily without first mastering the difficult and unnecessary technique of making good moves.

To begin with, you must realize clearly that your principal object is to disturb your opponent as much as possible in order to distract his attention from the game. Of the numerous ways of accomplishing this, the easiest and most common is talking.

Talking to annoy may be done in several ways. You may, for example, talk *to your opponent*, either pointing out bad moves to him, or making any other misleading remark about the position. If your opponent so much as comes near to touching a piece it is always disconcerting to say sternly "Touch-move." If this involves you in an argument with him, so much the better for your chances of upsetting his train of thought.

An example from actual experience will serve to demonstrate the practicability of this piece of advice. Several years ago, in the interscholastic championship tournament in New York, there arose an end-game position where White, who was on the defensive, had only one way of saving the game, to wit, by pushing a certain pawn. He permitted his hand to hover over the pawn, without touching it, whereupon Black cried gleefully, "You touched it!" White denied the charge vigorously, and, when the referee finally decided the fight in his favor, triumphantly proceeded to move another piece, thus losing the game.

You may also talk *to the kibitzers*, pref-

erably discussing the previous game with them so heatedly that you draw your opponent into the argument, and so take his mind completely off whatever he was considering.

If you like, you may talk *to yourself*. Every chess club boasts at least one genius of the talk-to-yourself school. Curiously enough, the favorite method of these experts is the recitation of nonsense rhymes. The eminent champion of the West has great success in declaiming passages from Lewis Carroll's "Hunting of the Snark;" while one of the most prominent American professionals has confided to me that about half of his yearly income is derived from the recitation, at critical points in his games, of "Mary Had a Little Lamb."

Another ready means of annoying which you have at your disposal is music. There are several different ways of employing music for this purpose. If you are a timid player, you may try humming, which is the most unobtrusive of the lot, and the least likely to call forth rebuke, but which, when raised to high pitch and accompanied by the gestures of a conductor, will throw your opponent entirely off his game.

As your courage waxes, you will find a shrill, piercing whistle more effective than even the most artistic humming. You should take great care in selecting a tune to whistle. The tune must be one far too difficult to be whistled correctly, so that it will sound at best like an undecided peanut-roaster.

Finally, being carried away by the beauty of your noises, you may break into full song, accompanying yourself either as before, with appropriate gestures, or else by tapping in time with your feet.

If you do not happen to be musically inclined, you will still find a big field open to you in drumming and tapping, either with hands or feet. This is one of the best ways known to induce your opponent to make a hasty move, and is favored by nearly all of the masters who



have no confidence in their singing voices.

Other great resources which you possess are coughing, sneezing, and blowing your nose during the progress of the game. These are to be used freely, especially during the winter time, both as a general distraction and to instill in your adversary the fear of germs.

Similarly, when your opponent does not move quickly enough to suit you (and, if you are a right-minded chess player, this should be nearly all the time), you should first heave a sigh, then yawn and look at your watch, and finally groan mournfully. For those interested in this subject, it may be mentioned that some of the most soulful groaning ever heard in the New World has been produced over the chess-board by the German-American master of the Manhattan Chess Club.

A large class of nuisances not yet touched upon comprises those which aim at distracting the visual attention of the enemy. Of these, the one most highly sanctioned for your adoption is the system of blowing smoke rings across the board. This is useful, not only because it obscures the position, but also because it will surely get into your opponent's eyes or choke him, and thus put him completely at your

mercy.

Another annoyance of this type is adjusting pieces which you would like your adversary to take, or else pieces which are on the other side of the board from where your threat is.

If you habitually rest your head on your hand, be certain to keep your elbow constantly on the edge of the board, shifting its position from time to time so as to be always concealing under it at least two or three important squares.

As the evening wears on, you may resort to stretching, in doing which you should take care to fling at least one arm all the way across the board.

Whenever you have what you think is a fairly good position, rock your chair back and forth on its hind legs, assuming meanwhile a complacent attitude, with your thumbs in your vest-pockets, as much as to say, 'Why do you not resign, you duffer?'

There is only one more kind of disturbance worth mentioning. Although it is infrequent of occurrence, and, when it does happen, it is entirely accidental, it is as upsetting as anything else. It is making a strong move.

## CONTRACT BRIDGE

*Continued from page 21*

opened as a bid of No Trump, if the values meet the required minimum standard of strength.

The partner of the opening bidder also must make his responses to show the distributional pattern of his hand, as by raising or bidding another suit, when his distribution is irregular, or by bidding No Trump when he holds the 4-3-3-3 distribution or a distribution which balances the suit named by his partner. Thus the auction proceeds as slowly as possible, until the implied distributions in both hands have formed a combined pattern in the minds of both the partners. Ultimately both partners will be in position then to

calculate the combined trick taking power and determine at what point to fix the final contract.

This method is known as Approach bidding and in using it certain other principles must be applied. One is that nearly all hands must be opened as bids of One. Another is that nearly all responses should be minimums. A third is that no legitimate re-bid should be withheld.

Applying the principles outlined above, how would you bid both partner's hands in the following deal?

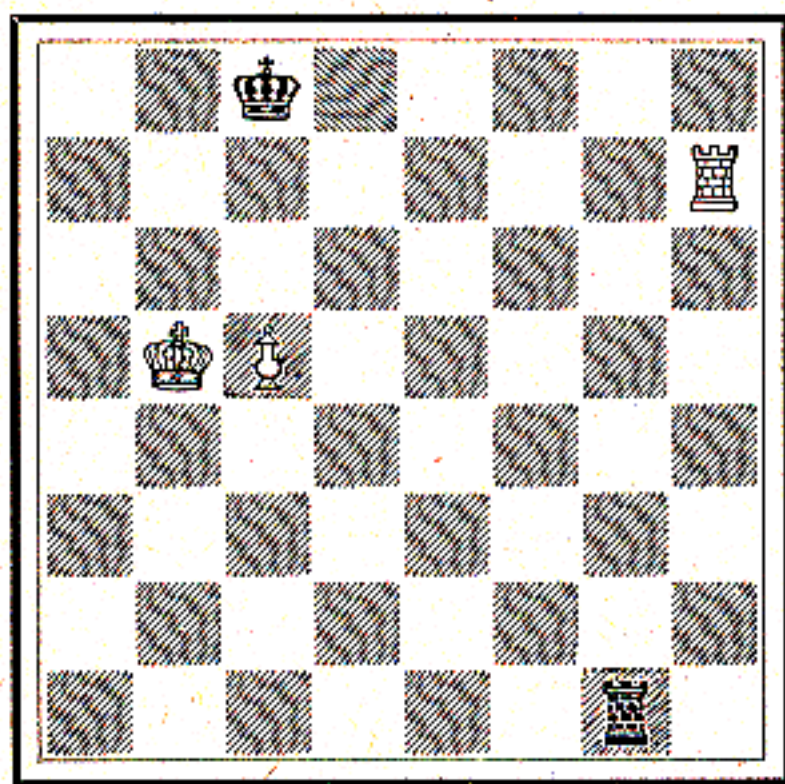
N	S
S A K 8 5	S 9 7
H 8 2	H A J 9 4 3
D Q J 7 3	D A K 8 4
C 9 8 2	C K 7



# END GAME ANALYSIS

THE difficulty of chess is exemplified in the end-game, more than anywhere else. The fewer the pieces get and the more open the board, the greater opportunities there are for extended manoeuvres, and exact calculations. The combinations in the ending may not be as pretty as those of a middle-game mating attack, but they are deeper in general, requiring a more far-sighted imagination. The importance of the ending is being more and more felt in modern chess, and all players to-day should have some knowledge of the fundamentals.

The very simplest looking positions on the surface may have depths of strategy that only close examination will reveal. The following ending is a good example. It is a type that has occurred thousands of times, yet is constantly misplayed, even by the masters.



*White to play*

If Black is on the move, he draws easily by R-Kt3. The R simply remains on that rank to prevent the entrance of the white K. If White ever plays P-B6 then at once R-Kt8 (or any square far enough to the rear) K-Kt6, R-Kt8ch. The K cannot hide, and is forced away.

But in the diagram position it is White's move. He plays.

1 K-Kt6

Now Black has a hard problem. If 1. ... R-Kt3ch; 2. P-B6, R-Kt; (mate by R-R8 was threatened) 3. R-R7, K-Kt; 4. P-B7ch, K-B; 5. R-R8ch wins.

If 1. ... R-Kt8ch; 2. K-B6, K-Q; 3. R-R8ch, K-K2; 4. K-B7 with a winning ending. White will advance P-B6, K-B8, P-B7. Then with the aid of the R, he will force the black K out of the way, and soon queen his pawn.

What, then is Black to do? He has actually but one move to draw.

R-QB8!

2 K-B6

If 2-R-R8ch, K-K2; he cannot continue P-B6ch, because the R captures with check, an all important point.

K-Kt!

And this, curiously enough, is again the only move. K-Q looks more natural, but would lose by 3. R-R8ch, K-K2; 4. R-QB8! The R thus protects the P. White will proceed with K-Kt7, and if R-Kt8ch; K-B7 followed by P-B6. This is the same position as in the previous note.

3 R-R8ch

K-R2

4 R-QB8

The best chance, though now it does not succeed in forcing the win. If 4. K-Q6, K-Kt2; and the P cannot advance. 5. R-R7ch, K-B leads to the original position.

R-KR8

The point to playing the black K to the side of the board is that now the R has room to march to the other end, and hamper the white K. If 5. K-Q7, R-R2ch, etc. The reader will note that the same manoeuvre was not possible in the note to move 2.

5 R-Q8

To interpose if R-R3ch, and gain time for K-B7.

R-QB8!

Back to his post. The K must not be allowed to reach the 7th rank. If K-Q6, again K-Kt2.

6 R-Q5

Again protecting the P, and preparing to advance the K.

K-Kt

7 K-Q7

K-Kt2

The P is stopped. White has made every attempt, and can make no further headway. The game is drawn.



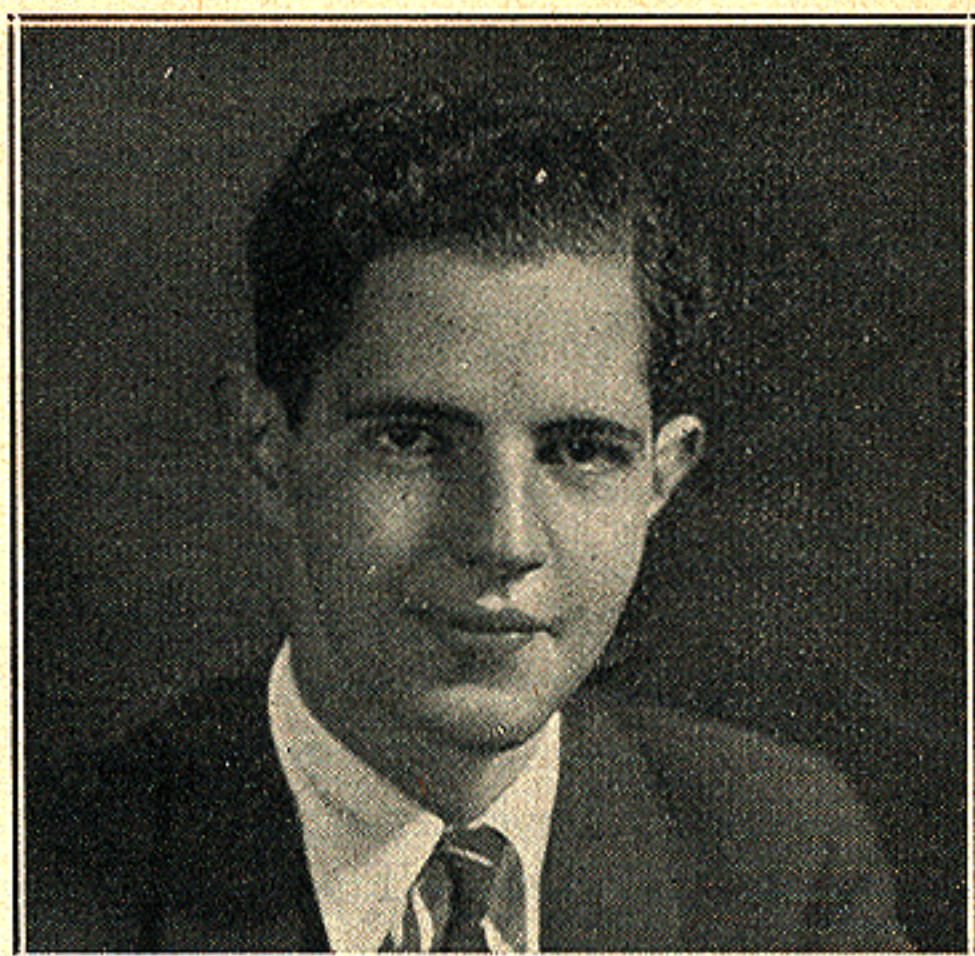
# Globe Trotter

With one exception I. Kashdan, young American star, covered more territory last year than any other ranking chess master. Dr. Alekhine, as behooves the World Champion, led in this as in other respects. Following is a brief review of Kashdan's activities.

January 1, 1932, saw him in England, participating in the Hastings Tournament. In this he placed second to Flohr. Invited to the London Tournament in February, he took advantage of an interval of three weeks to make a short tour of simultaneous play. He was the guest of the Liverpool Chess Club for three days, and also played at Bournemouth, Tunbridge Wells, and London. In the tournament he tied for third with Sultan Khan.

He sailed for home soon after, carrying many pleasant memories with him. He remained in New York for all of two months. Then the wanderlust fever got him again and he was off for new conquests. This time it was a tour of the States, perhaps the longest and most successful ever undertaken. Below are his ports of call and the results of the displays.

			W.	L.	D.
May	9	Reading, Pa. ....	37	0	0
"	10	Wilkes-Barre, Pa. ....	19	1	0
"	11	Scranton, Pa. ....	20	0	1
"	12	Binghamton, N. Y. ....	20	0	1
"	13	Allentown, Pa. ....	57	1	2
"	14	Philadelphia, Pa. ....	18	4	2
"	16	Harrisburg, Pa. ....	16	0	1
"	20	Cincinnati, O. ....	26	0	3
June	4	Chicago, Ill. ....	13	2	2
"	11	Chicago, Ill. ....	17	1	1
"	15	Minneapolis, Minn. ....	23	3	1
"	20	Omaha, Neb. ....	38	1	1
"	22	St. Louis, Mo. ....	36	2	2
"	25	St. Louis, Mo. ....	18	0	0
"	28	Denver, Col. ....	24	1	1
"	30	Billings, Mont. ....	15	0	0
July	2	Yellowstone Park, Wyo...	15	0	1
"	15	Seattle, Wash. ....	31	2	1
"	18	Portland, Ore. ....	24	0	0
TOTAL .....			467	18	20



*I. Kashdan*

Then followed a leisurely trip down the Pacific Coast, arriving in Los Angeles in time to participate in the Masters Tournament at Pasadena in August. Kashdan was satisfied with second place behind Dr. Alekhine, who had made a hurried trip from Berne, Switzerland, for this rendezvous. Pasadena marked Kashdan's only loss to Alekhine in six encounters. They met again soon after in Mexico City, and there came the climax of Kashdan's career to date—no less than a tie for first with the World's Champion. This feat had never before been achieved since Alekhine won the title from Capablanca in 1927. Both masters were engaged for exhibitions in Mexico City and the provinces. Then Kashdan returned to New York, making stops at Dallas, Chicago and Cleveland.

Arrived in New York, Kashdan's plans were quite uncertain. He had an invitation to Hastings for the 1933 edition of their Christmas Festival and was sorely tempted to go. But his friends urged him to remain. Then the thought of some day running a chess magazine had been going through his head. Now he found the necessary support forthcoming, the organization at hand, and he embarked on the task. The result is "Chess Review."



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# PROBLEM REVIEW

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By I. Kashdan

WE take great pleasure in announcing that beginning with the February number Mr. Otto Wurzburg, internationally known composer, will take the post of Problem Editor. Unfortunately we obtained his consent just as we were going to press, too late for him to assume control this month. All solutions and comments should be sent to him—*Otto Wurzburg, 712 Atwood Ave., Grand Rapids, Mich.*

For this first issue we are giving a selection of the finest problems composed last year. It is in a sense a review of the year's activities in that field. In the future, however, we shall want more original work, and all contributions will be welcome.

Perhaps a discussion on the value of problems may not be out of place here. For years there has been a division of camps between chess Players and Problemists. The two classes apparently had nothing in common. The player would look upon problems as sheer waste of time, exhibiting positions that were practically impossible of occurrence over the board. On the other hand the problemist found the game too dry, uninspiring, lacking in that wit and polished stratagem to be found in his clever creations.

Personally, I was brought up in both camps. I learned most of my chess under the tutelage of a clique of problem composers, of whom Maxwell Bukofzer of Long Island was the leader. Others, some of them still active in various branches of the game, were Dr. Keidanz, Val Huber, Louis Friedlander, and some players of my own age, I. Horowitz and

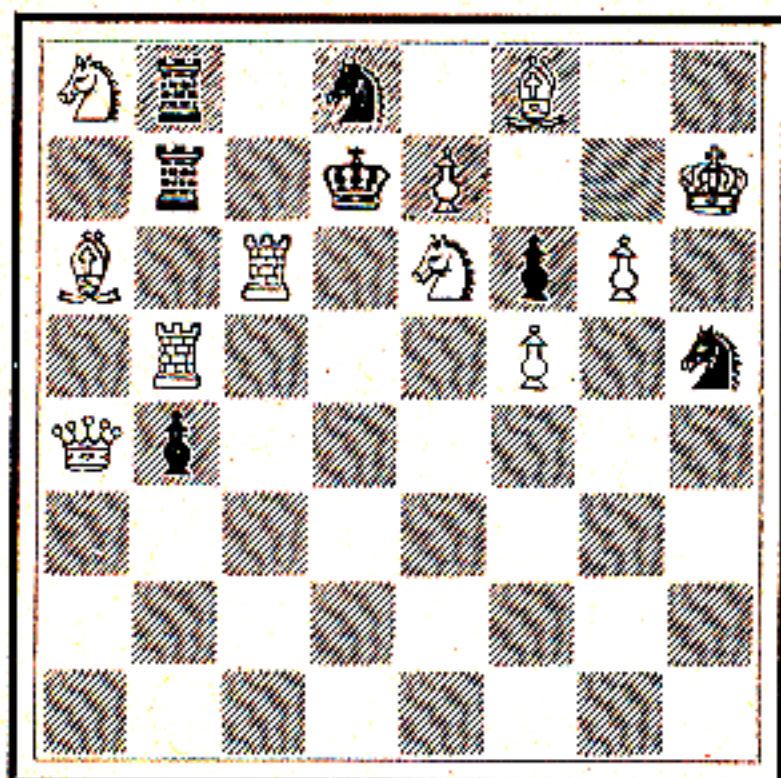
D. Polland.

Bukofzer and Friedlander were the most prolific, always turning up with hard nuts to crack. We would all take a hand suggesting corrections and changes. From that it was only natural that I should turn to composing. At that time H. L. Dolde was running a wonderful column in the Pittsburgh Post, mainly devoted to problems. I sent him some of my efforts, and what a thrill when the first one was published! It was all very absorbing, and I could hardly understand the attitude of the players, who would sneer when they passed the table at which our problem coterie was gathered, and sit down to play their "useful" games.

I found, when I began to play more chess, that problems had improved my game considerably. I do not hesitate to recommend solving as a method of advancing one's playing strength. Problems are the most concentrated form of chess strategy. A problem may contain dozens of ideas, any one of which occurring in a game would be considered brilliant and remarkable. The average mobility and scope in a problem are so great that after a course in solving the positions in practical play look easier. The powers of imagination are greatly extended in problem work, an important asset for over the board play. However, all this is beside the point. Don't solve problems because it will benefit your playing ability. That will come of itself. It is the sheer joy of peering below the surface and revealing the composer's thoughts that is the chief aim.

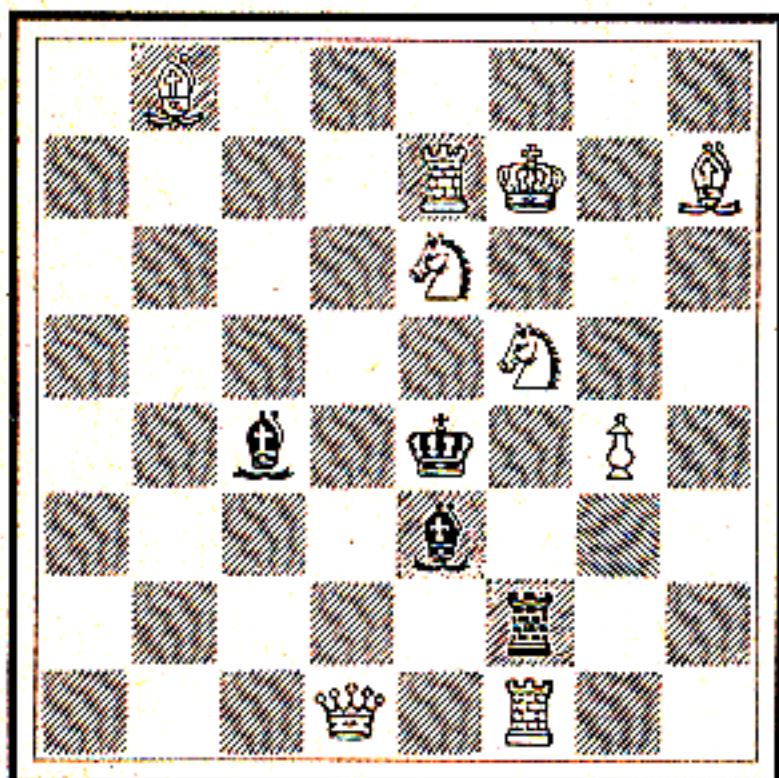


No. 1  
O. STOCCHI  
1ST PRIZE  
"L'ITALIA SCACCHISTICA"



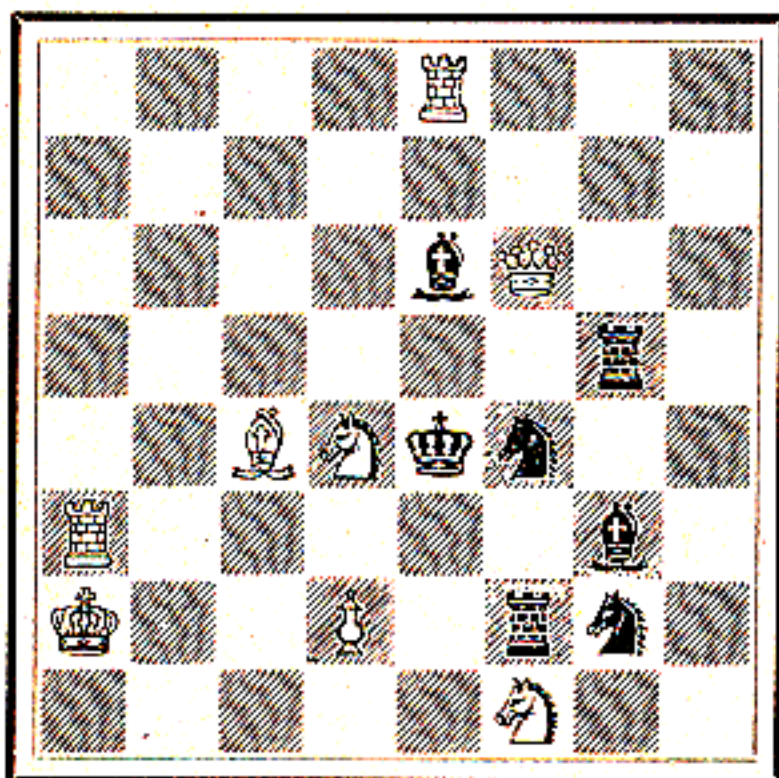
White mates in two moves

No. 2  
A. MARI  
1ST PRIZE  
"IL PROBLEMA"



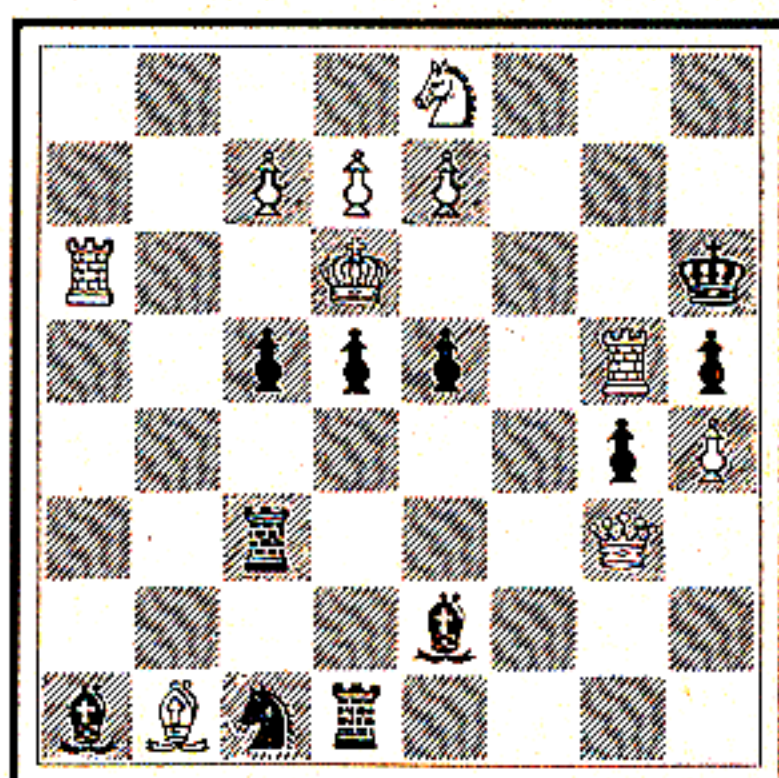
White mates in two moves

No. 3  
S. LEWMANN  
2ND PRIZE  
"IL PROBLEMA"



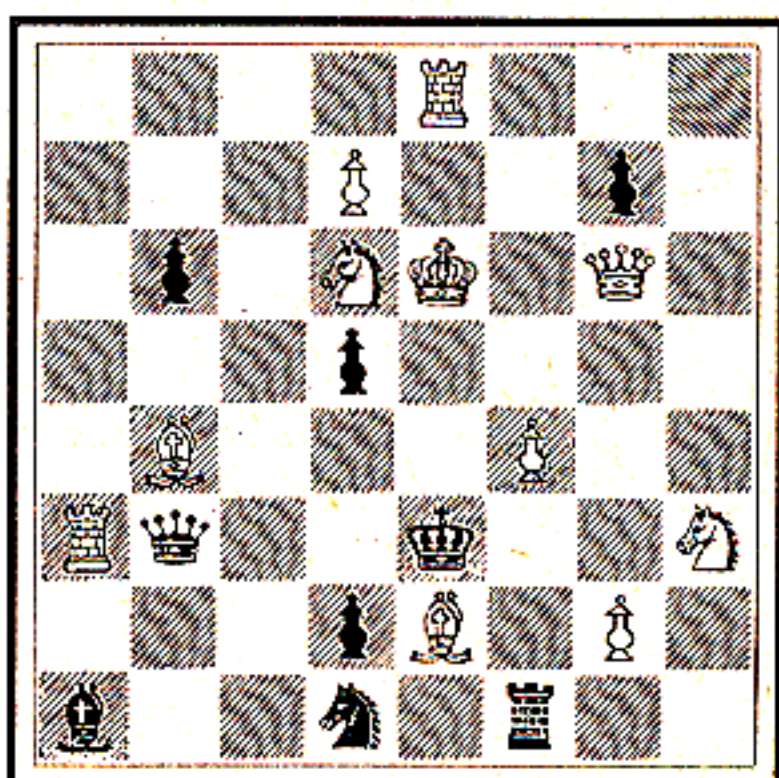
White mates in two moves

No. 4  
A. ELLERMAN  
1ST PRIZE  
"DE PROBLEMIST"



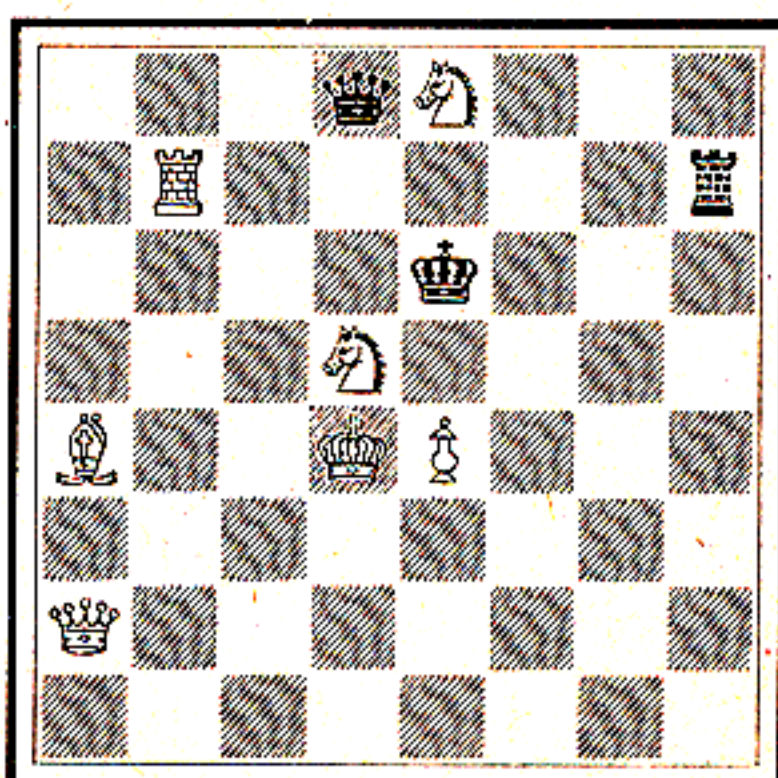
White mates in two moves

No. 5  
A. ELLERMAN  
2ND PRIZE  
"NEUE LEIPZIGER ZEITUNG"



White mates in two moves

No. 6  
H. HERMANSSON  
1ST PRIZE  
"SCHACHVARLDEN"



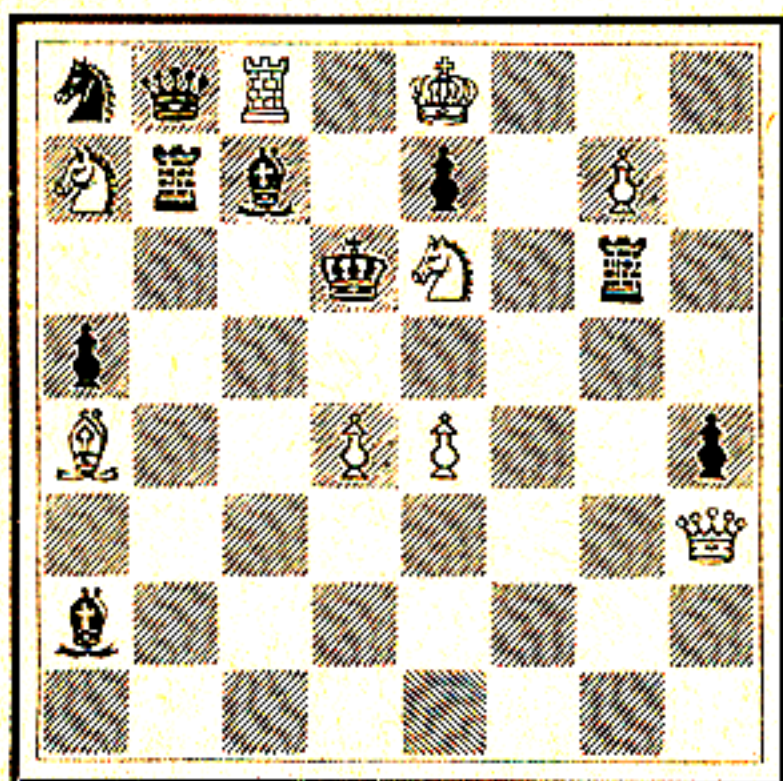
White mates in two moves



No. 7  
N. EASTER

1ST PRIZE

"BRISTOL TIMES AND MIRROR"

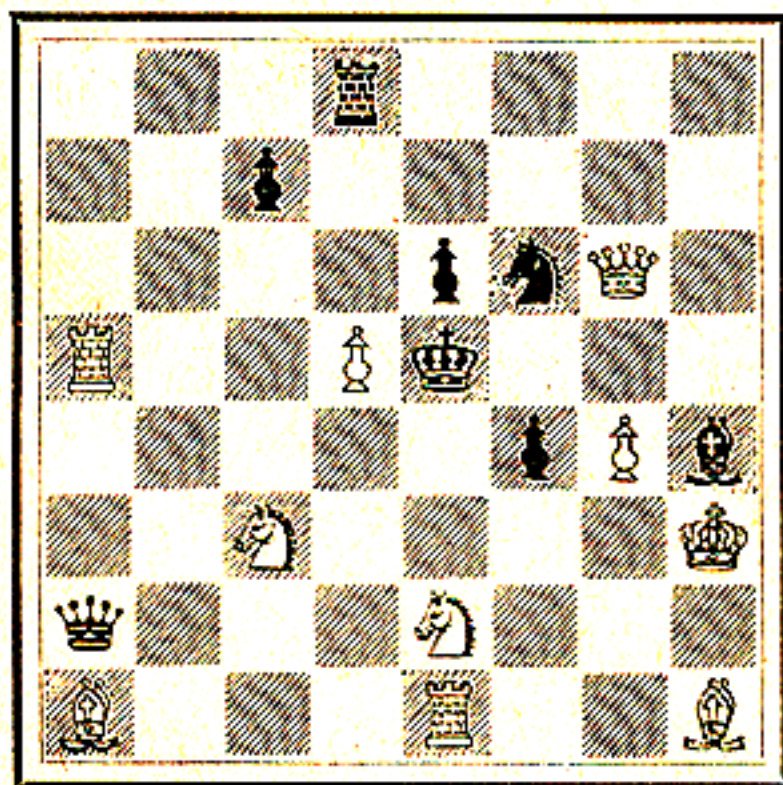


White mates in two moves

No. 8  
G. CRISTOFFANINI

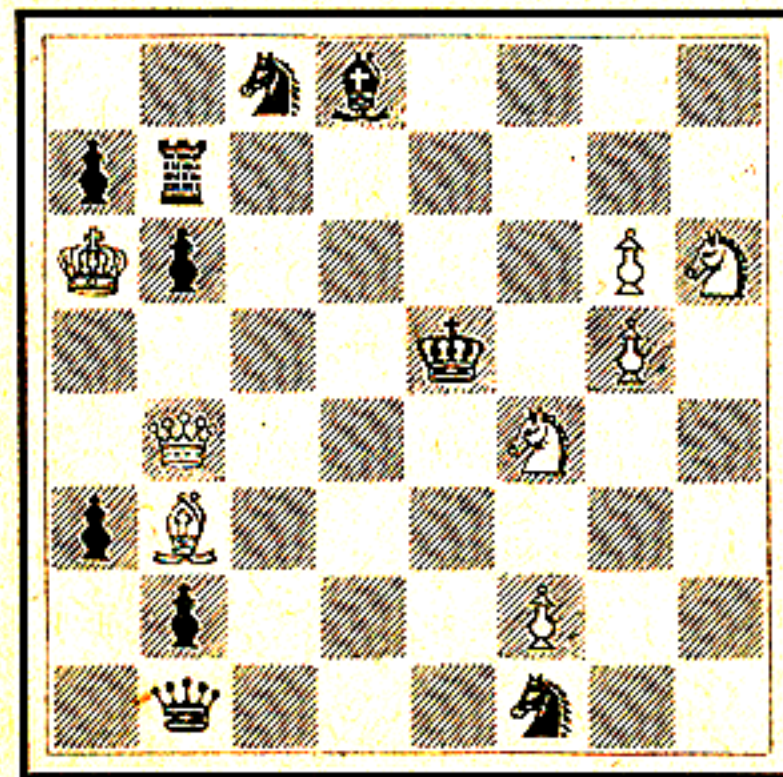
1ST PRIZE

"NEDERLANDSCHEN SCHAAKBOND"



White mates in two moves

No. 9  
S. LEWMANN  
1ST PRIZE *EX AEQUO*  
"BRITISH CHESS MAGAZINE"

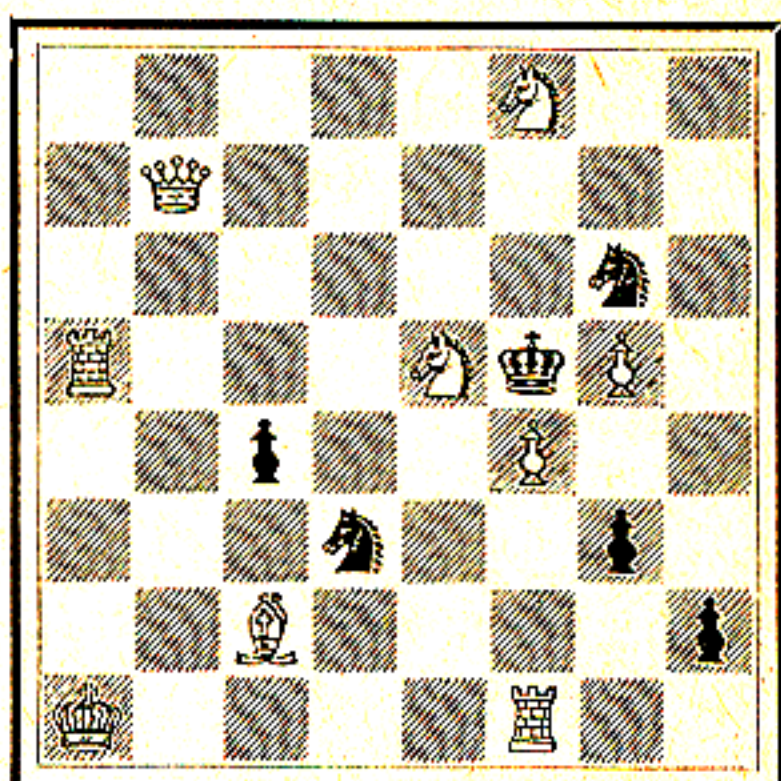


White mates in three moves

No. 10  
G. CRISTOFFANINI

2ND PRIZE

"BRISTOL TIMES AND MIRROR"

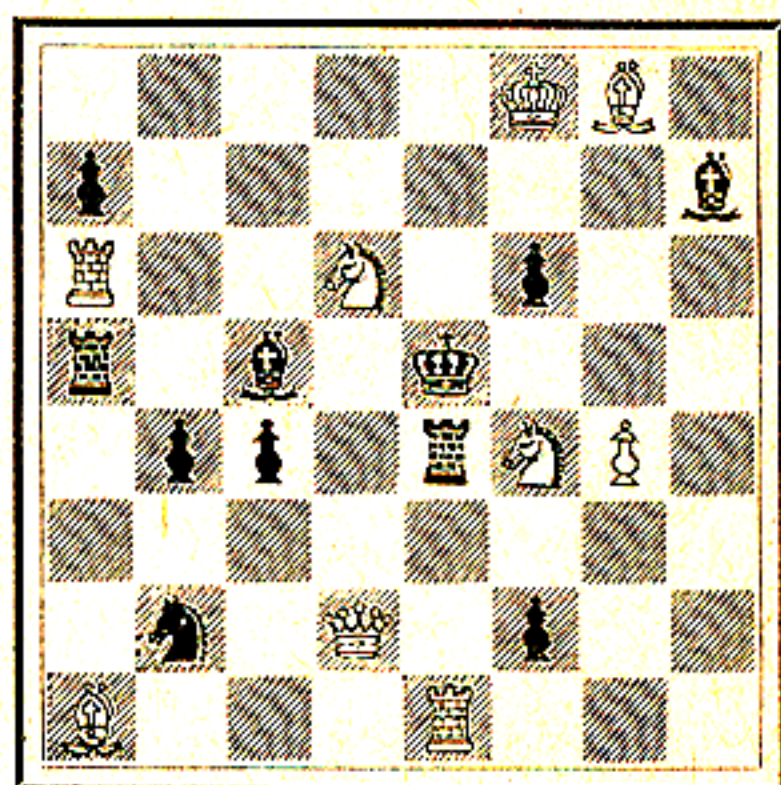


White mates in two moves

No. 11  
M. BARULIN

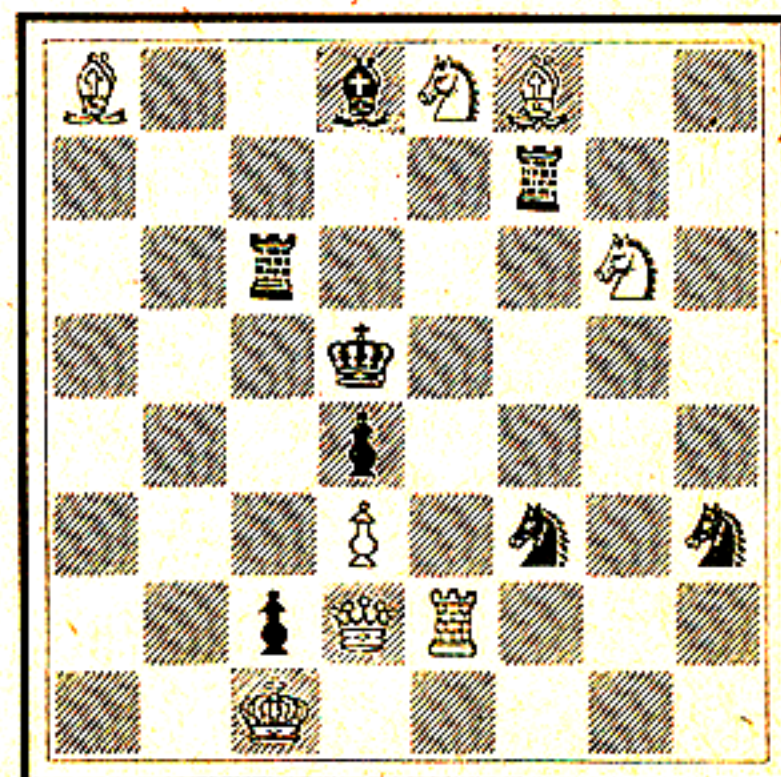
2ND PRIZE

"DE PROBLEMIST"



White mates in two moves

No. 12  
J. DE ANDRADE  
1ST PRIZE *EX AEQUO*  
"BRITISH CHESS MAGAZINE"



White mates in three moves



## CHESS PLAYERS ALL

*Continued from page 10*

and play an excellent brand of chess that indicates hard work and study. Under these circumstances, chess in England brooks no frivolity. London is full of chess clubs, each with its professional in attendance, for the Englishman recognizes the value of expert instruction in the game, and the career of the chess expert is a recognized one. In America, the number of business men who play in the same spirit is not as large, but would still fill a respectable volume. At the head of the list, I would place Godfrey L. Cabot of Boston, Lessing Rosenwald of Philadelphia, Herman Behr of New York, and Edward S. Jackson of New York, who can hold his own with the best of the professionals. And, of course, tribute must be paid to the late Isaac L. Rice, chess patron and expert..

It would be a mistake, however, to consider chess as the sport solely of kings, diplomats, or intellectuals. There is no limited appeal in the game. The salaried clerk, the artisan, the mechanic the salesman, the garage attendant, who follow a humdrum routine from week to week are its staunchest supporters and find in the game a needed spark to keep alive the ardent flame of ambition. Native and foreign born find it a great consolation in lonely hours. The traveler especially, on train or boat, is never wholly lost as long as he has a board or book or an opponent. Chess is indeed an international language, and one can travel through Europe, England or the United States—in fact, the whole world—and be at home in the principal cities everywhere as long as he

carries as password with him an understanding of the game. To the lives of the worker, chess makes a real contribution, for he feels a kinship with the chess artist to a degree that only a few in other fields of art can appreciate.

Of recent years, the ladies, who have always played a part, if only that of on-lookers, have begun to take a real hand, and Tournaments for women are quite the vogue in Europe now, and there are some excellent players among them who can give a good account of themselves in any company. Miss Vera Menchik comes to mind because she holds place with the international masters, but there are many of her own sex who play about as well.

The recent death of Dr. Albert Michelson, an ardent chessist, recalls to mind the many scientists and academicians who play the game. Among the artists, Mischa Elman, Lord Dunsany, Rachmaninoff—just to mention a few.

The enthusiastic way in which the American public takes up its games and sets about to master their mysteries, convinces me that one of these days it will turn whole-heartedly to chess and delve deeply into its intricacies. Then will begin a current discussion of Queen's Gambits, of Sicilian defenses, of Evan's attacks, of Bogoljubow variations, that will raise havoc with the normal terseness of the King's Anglo-Saxon. At such time, the chess master will come into his own as an artist and the chess ecstasy of the few will be shared by the vast public. In the meantime, chess moves from Tournament to Tournament, its masters like Cassius lying awake of nights fashioning new weapons against their adversaries, and new devices to disrupt the enemy.

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The article on "Mistakes of the Masters," on page 23, was contributed by Lester W. Brand of Cincinnati, one of the strongest players in Ohio. His name

as compiler was omitted by inadvertence. Mr. Brand promises to send us more of these "Mistakes," which will make an interesting series.



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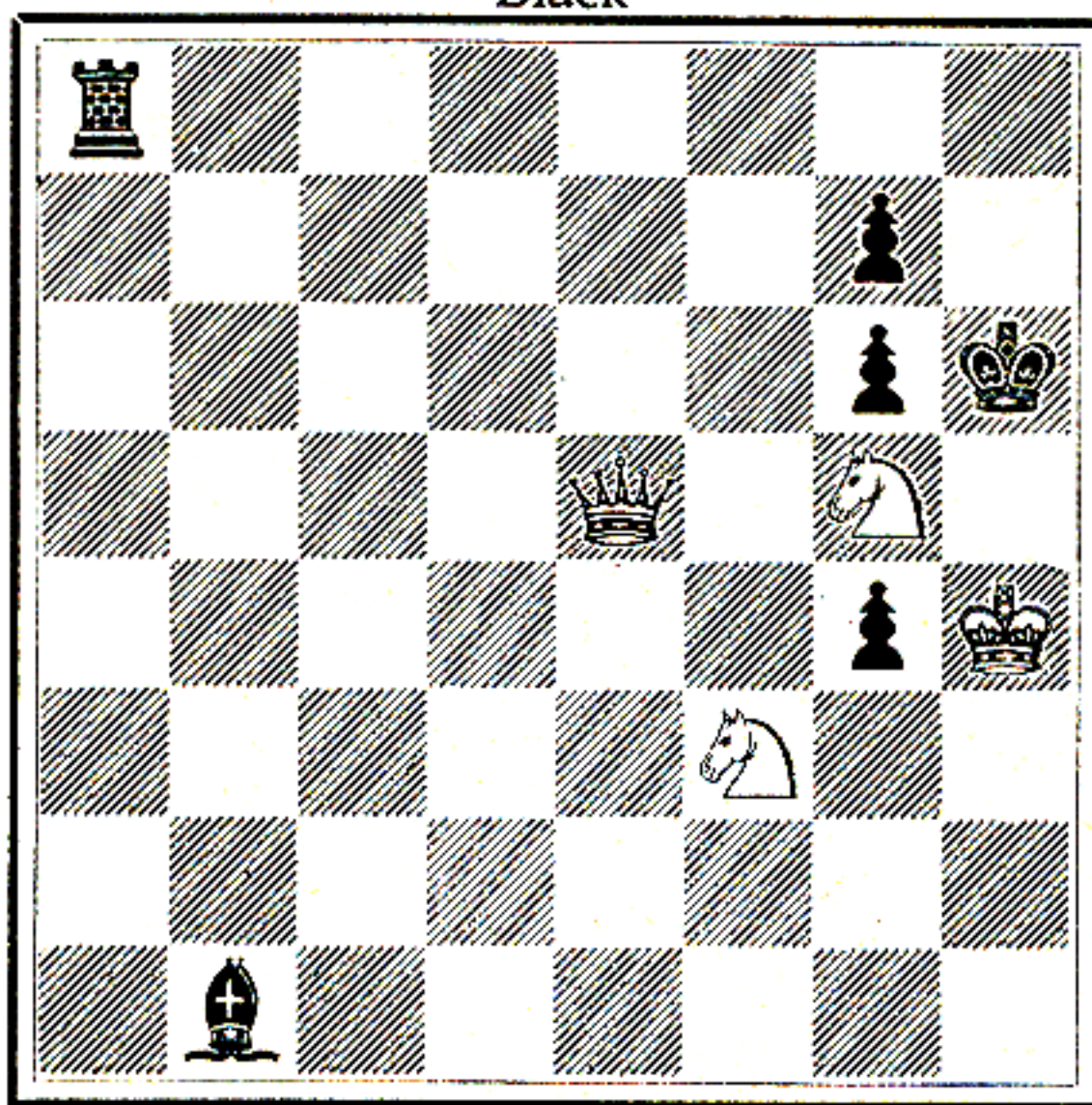


*The*

# CHESS REVIEW

By SAM LOYD

Black



White

WHITE MATES IN THREE MOVES

E D I T E D B Y I . K A S H D A N

IN THIS ISSUE:

CURIOUS CHESS FACTS — — — — — I. CHERNEV  
WHAT'S THE ODDS? — — — — — I. KASHDAN  
CONTRACT BRIDGE — — — — — GEORGE REITH

FEBRUARY, 1933 - - MONTHLY 25 cts. - - ANNUALLY \$2.50



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# NEWS OF THE MONTH

THE 13th Annual Christmas Congress of the Hastings and St. Leonards Chess Club was held at Hastings, England, between December 28 and January 6. The winner of the Premier event was Salo Flohr, of Czechoslovakia, who was also the victor the previous year. The competition was quite close, as the table will show. Vasja Pirc, young Yugoslavian, ran him a good race for awhile, but faltered a bit towards the end. Sultan Khan started out with two losses, to Flohr and Pirc. He then won  $5\frac{1}{2}$  out of 6 to assume a threatening position. In the last

round, however, he lost to Michell, striving too hard for a win, which left him in a tie for third with Lajos Steiner.

In the Premier Reserves Tournament the leaders were:

J. Rejfir .....	$7\frac{1}{2}-2\frac{1}{2}$
L. Rellstab .....	$6\frac{1}{2}-3\frac{1}{2}$
Max Walter .....	$6\frac{1}{2}-3\frac{1}{2}$
G. Koltanowski .....	6-4

The Hastings Tournament is gaining each year in prestige and traditional value. The Committee is leaning towards the younger players, many of the most promising receiving their first chance in these competitions. Flohr has a perfect record in Hastings. In 1930 he played in the Premier Reserves, winning handily in that section. In 1931, advanced to the main event, he made the fine score of 8-1, without the loss of a game.

SCORE OF THE HASTINGS TOURNAMENT

	1	2	3	4	5	6	7	8	9	10	Total
1 Salo Flohr .....	—	$\frac{1}{2}$	1	1	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	$\frac{1}{2}$	7
2 V. Pirc .....	$\frac{1}{2}$	—	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	0	1	$6\frac{1}{2}$
3 Lajos Steiner .....	0	$\frac{1}{2}$	—	$\frac{1}{2}$	1	1	$\frac{1}{2}$	0	1	1	$5\frac{1}{2}$
4 Sultan Khan .....	0	0	$\frac{1}{2}$	—	0	1	1	1	1	1	$5\frac{1}{2}$
5 R. P. Michell .....	$\frac{1}{2}$	0	0	1	—	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$4\frac{1}{2}$
6 C. H. O' D. Alexander .....	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	—	0	$\frac{1}{2}$	1	1	$3\frac{1}{2}$
7 Vera Menchik .....	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	1	—	$\frac{1}{2}$	1	0	$3\frac{1}{2}$
8 Sir G. A. Thomas .....	0	$\frac{1}{2}$	1	0	0	$\frac{1}{2}$	$\frac{1}{2}$	—	$\frac{1}{2}$	$\frac{1}{2}$	$3\frac{1}{2}$
9 E. M. Jackson .....	0	1	0	0	$\frac{1}{2}$	0	0	$\frac{1}{2}$	—	1	3
10 T. H. Tylor .....	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	0	1	$\frac{1}{2}$	0	—	$2\frac{1}{2}$

Professor Albert Becker scored a good victory in the fifteenth annual Leopold Trebitsch Tournament in Vienna. He didn't lose a game in a strong field. Young Erich Eliskases, who defeated Spielmann in a match recently, tied for third with Hoenlinger. The leaders were:

Prof. A. Becker .....	9-2
E. Gruenfeld .....	$7\frac{1}{2}-3\frac{1}{2}$
E. Eliskases .....	7-4
B. Hoenlinger .....	7-4

\* \* \*

After a lapse of two years, during which I. Kashdan retained the title, the Manhattan Chess Club resumed its annual Championship Tournament. This is usually one of the blue-ribbon events of

American Chess, and attracts the strongest players available. Abraham Kupchik, often title holder in the past, and Robert Willman, formerly of the City College team, tied for first. They are to play off the tie in a supplementary match of three games. Following are the leading scores:

A. Kupchik .....	$9\frac{1}{2}-2\frac{1}{2}$
R. Willman .....	$9\frac{1}{2}-2\frac{1}{2}$
I. A. Horowitz .....	$7\frac{1}{2}-3\frac{1}{2}$
A. S. Pinkus .....	$6\frac{1}{2}-4\frac{1}{2}$
D. MacMurray .....	6-5
E. Schwartz .....	6-5

\* \* \*

Charles Jaffe, the internationally known master, is celebrating his fiftieth birthday next month. His friends are arranging



a concert and chess spectacle in his honor. An imposing list of names is on the committee. They are Frank J. Marshall, U. S. champion, Harold M. Phillips, President of the Intercollegiate Chess League, Alfred Kreymborg, well-known poet and chess player, Jacob Bernstein of the Stuyvesant Chess Club, and E. Farago of the Rice Progressive Chess Club.

Besides the musical part of the program, the main attraction is to be a living chess spectacle, with Jaffe and I. Kashdan conducting the pieces. The idea is to have a limit of 20 seconds per move, which will call for quick action on the part of the gayly costumed figures.

Jaffe has had an active career both as player and writer of chess. His successes in Metropolitan Tournaments are numerous, and he has victories over Dr. Lasker, Capablanca, and others of the greatest masters to his credit.

\* \* \*

The Metropolitan Chess League of New York will start its season February 4. Twelve teams have entered the competition this year. The first round will bring together: West Side Y. M. C. A. vs Queens Chess Club; Manhattan Chess Club vs Columbia; Hungarian Workers vs Scandinavians; Marshall Chess Club vs New York University; Empire City vs International Chess Club, and City College vs Caissa Chess Club. There will be eleven rounds of play, on Saturday nights. The Manhattan and Marshall Chess Clubs have shared the leading honors for several years. Their meeting in the final round is awaited with keen interest.

\* \* \*

The 37th Annual Pennsylvania Chess Championship Tourney will commence February 22 at the Benjamin Franklin Hotel in Philadelphia. This is a time-honored event and is awaited eagerly by the rabid chess players of Philadelphia

and the vicinity.

\* \* \*

Dr. Alekhine had an enjoyable visit in Honolulu, stopping off for two exhibitions on his tour around the world. On January 3 he played 20 simultaneously, including two blindfolded games. The champion won them all. He played fifteen blindfolded the next day, the results of which are not yet at hand.

\* \* \*

I. Kashdan gave an exhibition at Reading, Pa., on January 16. He won 46 and lost 1. There is great interest in chess in this region. A match is to be played at Reading between Lehigh County and Berks County. The sponsors claim there will be at least a hundred players on each side.

\* \* \*

Herman Steiner of New York gave a monster simultaneous exhibition at the Los Angeles Athletic Club on January 7. He played 80 boards with four players at each table. His score was excellent—70 wins, 7 losses, and 3 draws. Steiner remained in Los Angeles after the Pasadena Congress last August. According to the latest reports he finds chess in a very healthy, thriving state there, and means to stay indefinitely.

\* \* \*

Plans have been perfected for a telephone chess match between Boston and Philadelphia, to be played early in February. The teams will consist of ten men each. The sponsors are the Boston City Club, and the Mercantile Library Chess Association of Philadelphia.

\* \* \*

José R. Capablanca is about to come out of his retirement in Havana. He plans to visit Panama, and later will proceed to California, where he expects to arrive some time in March. He may stay there for a while, and then if there is enough interest, will tour across the country.

Continued on page 32



# CURIOUS CHESS FACTS

By I. Chernev

1. The shortest tourney game ever played occurred between Gibaud and F. Lazard in a tournament for the championship of Paris. The moves were:

- |            |        |
|------------|--------|
| 1 P—Q4     | Kt—KB3 |
| 2 Kt—Q2    | P—K4   |
| 3 PxP      | Kt—Kt5 |
| 4 P—KR3    | Kt—K6  |
| 5 Resigns. |        |

2. The longest game was played between O. Duras and D. Janowsky in San Sebastián Tournament of 1911 and consisted of 161 moves.

3. In January 1922 F. J. Marshall played 155 games simultaneously, winning 126, drawing 21 and losing only 8 in the very short time of 7 hours and 15 minutes. What was most remarkable about this was the fact that he recalled the scores of all but 2 games.

4. In a game played between Tarrasch and Gottschall at Nuremburg in 1888, Tarrasch kept all his pawns until the 96th move.

5. In the Bad Kissingen Tournament 1928, Spielmann won only one game but that was from Capablanca.

6. C. F. Burrille, on a wager, solved sixty two-move problems in one hour. The same player conducting "Ajeeb," the mechanical chess-player played over 900 chess games losing only 3 and as far as known never lost a checker game.

7. In a game played in 1858 between Franz and Maylt, the former had 2 queens on the board, but lost the game. His opponent had none.

8. Bardeleben didn't lose a game in the first 9 rounds of the tournament at Hastings 1895, but in the next 9 rounds he couldn't win a game. The first game he lost was the famous brilliant game, Steinitz-Bardeleben.

9. In the match played between Euwe and Reti in 1920, Reti sacrificed two rooks in one game and followed it up in the next game by sacrificing two rooks again, winning both games brilliantly.

10. Possibly the most incongruous profession for a chess master was that of Harmonist, royal ballet dancer.

11. Mrs. Gilbert, of Hartford, Conn., playing 2 games of chess by correspondence with Mr. Gossip, announced mate in 35 in 1 game and mate in 21 in the other.

12. In a match between Schlechter and Tarrasch played in 1911 at Cologne, Schlechter won the ninth game in 106 moves, but lost the tenth in 109.

13. In 1929 the United Civil Services in the South of England played a match on 500 boards.

14. In the cable match between England and America played in 1900, Bellingham sent a message resigning his game at the same time that his opponent Hodges cabled offering a draw.

15. At Vienna 1873 in a double round tournament William Steinitz won 16 games in succession without allowing a draw.

16. A tournament was conducted in Prague in 1874 in which all the competitors played blindfold. The winner was J. Dobrusky who scored  $13\frac{1}{2}$  out of 14 possible points.

17. F. Gutmayer, who wrote a book on how to become a chess master, was never able to become one himself.

18. The fastest tournament players were Zukertort, Charousek, Janowsky and Capablanca.

19. At Dresden 1892 Dr. Tarrasch beat Marco in 5 minutes. Although the game took a short time it is an important one in the theory of the Ruy López opening.

20. In a tournament held in St. Petersburg in January 1903 no less than three Znosko-Borowskis won prizes.

Continued on page 10



# GAME STUDIES

NIMZOVITCH DEFENSE  
Hastings, January, 1933  
(Notes by I. Kashdan)

S. Flohr                      Sir G. A. Thomas  
White                              Black

1 P—Q4                      Kt—KB3  
2 Kt—KB3                    P—K3  
3 P—K3

Intending to play the Colle System (B—Q3, P—B3, QKt—Q2, and eventually P—K4) which is becoming fashionable lately. It is not very spirited play, however, and allows Black too much choice.

4 B—Q3                      P—QKt3

Had White not played P—K3, he could continue here by P—KKt3 and B—Kt2, to oppose the black B. Now it would leave his position too full of holes.

5 QKt—Q2                    B—Kt2  
6 O—O                        P—B4  
7 P—B4                       Kt—B3

P—B3 is more in the spirit of this opening. White having chosen a backward development will gain nothing by opening the game.

8 P—QKt3                    B—K2  
9 B—Kt2                      O—O  
10 R—B                       P—Q4  
                                    R—B

The game is substantially even. What advantage there is is in Black's hands, due to the somewhat better position of his minor pieces. What must be foreseen is that the center files may be opened at any moment by an exchange of pawns. The white pieces will then be obstructing the Q file, whereas Black's lines are clear for action.

11 P—QR3                    QP×P  
12 KtPxP

This P becomes weak later. It cannot advance, and is subject to attack on the open QB file. Since it cannot be supported by another P, White's pieces are to some extent bound to its defense. But if 12 KtxP, P×P; 13 KtxQP, KtxKt; 14 BxKt, Q—Q4; 15 P—B3, KR—Q with an excellent game.

B—Q3

13 Kt—Kt3                    Q—K2  
14 R—R

The threat was P×P followed by BxQRP. White wishes to advance his RP, and obtain open lines on the wing, having none in the center.

B—Kt

Black is preparing a strong attack on the K side. It is justified by the commanding lines of his bishops, and the inactivity of White's Q side forces.

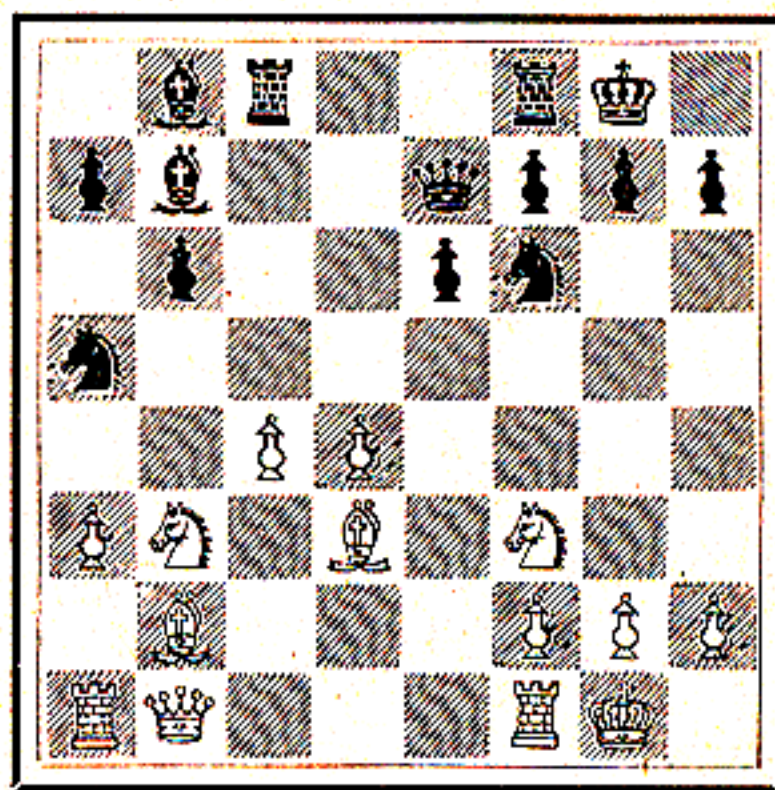
15 Q—Kt

This is a very bad error in judgement. His defense on the K side was already precarious, and to take still another piece out of the way is tempting fate. He relies on his control of the center squares, but this proves insufficient, and White is due for a rude shock. 15 Q—K2 was the proper move.

16 P×P                        P×P  
                                    Kt—QR4!

Here it is. The long diagonal of the QB is thrown open. It will soon be seen how denude of support the white K is. See the diagram below of this interesting position.

SIR G. A. THOMAS  
White



Black  
S. FLOHR

Position after Black's 16th move

17 KKt—Q2

The last defensive piece is forced away. White had nothing better. If 17 KtxKt, BxKt; 18 Kt—Kt3, (18 PxB? Q—Q3 wins) Kt—Kt5! with an overwhelming onslaught. For the variations see the next note, to a similar position which could have been reached in the game. If 17 QKt—Q2, BxKt; 18 KtxB, KtxP is sufficient.

Q—Q3?

Black has played a beautiful strategic game, succeeding admirably in his purpose of reducing



the White defenses. But here, with the win in sight, he falters, and White can just escape. The position is rich in possibilities. 17 ... BxPch is tempting, but fails after 18 KxB, Kt-Kt5ch; 19 K-Kt3, Q-Kt4; 20 P-B4! The right continuation was 17 ..., KtxKt; 18 KtxKt, Kt-Kt5! The threat is BxPch and Q-R5. Let us examine the defenses.

A. 18 P-Kt3, Q-R5!! 19 PxQ, BxP mate. Perhaps it was this pretty sacrifice that Black overlooked when he played Q-Q3. On other moves, White can defend himself.

B. 18 P-R3, Q-R5; 19 B-K4, (Black threatens QxRP! If 19 P-B4, Q-Kt6 forces mate) BxB; 20 QxB, B-R7ch; 21 K-R, KtxPch; 22 RxKt, QxQ. There is nothing much to be done.

C. 18 P-B4, Q-R5; 19 P-R3, Q-Kt6, as before.

White can always play BxPch, but that is as far as his counter-attack goes, and it has no effect on the play, besides delaying it one move.

18 P-Kt3                      KtxKt  
19 KtxKt                      KR-Q

Black still has a nice-looking game, but there is no longer anything definite. White's pawns now exercise a hampering effect on any advance.

20 Kt-Q2                      Q-B3  
21 P-B3

The mating threats are now easily parried. Black could still play for attack with P-KR4 and R5, with fair chances.

P-K4?

But this is wrong. It allows, in fact forces, P-Q5, giving White a strongly protected passed pawn. The effect is that both of Black's bishops are blocked, whereas White's pieces suddenly come into new life. From this point Black's game gets slowly worse.

22 B-B5

If 22 PxP, Q-B4ch; and BxKP will leave White with a shattered pawn formation. Even 22 ..., Kt-Kt5 would be strong.

R-B2

23 P-Q5!

23 PxP, RxKt; 24 PxKt, QxQBP would be all to Black's advantage.

24 K-R                      Q-B4ch  
25 P-QR4                      R-K2

Threatening B-QR3. White finds new lines, and Black is soon reduced to marking time. The RP is also useful to prevent P-QKt4, which might break up the white P's.

26 Q-K                      B-Q3  
                                    B-B

27 B-Q3                      Q-B2  
28 Q-K2                      R(Q)-K

His chance for freedom lies in P-K5, but this White can always prevent.

29 Q-Kt2                      Kt-Q2  
30 Kt-K4                      Kt-B4  
31 KtxB                      QxKt  
32 B-R3

With the black B gone, this is a strong diagonal, which will hamper Black's movements for some time.

33 KR-Q                      R-B2  
34 P-R5                      R-Q

The correct idea. If Black accepts the P, White will have two connected passed pawns, an overpowering advantage. Otherwise, White exchanges and plays to attack the QKtP.

35 Q-QB2                      PxP  
36 Q-B3                      P-KR3  
37 B-K2                      Q-KB3  
                                    P-K5

Attempting to get some counter-play. But in the ending the white pawns become all the stronger.

38 QxQ                      PxQ  
39 PxP                      KtxP  
40 R-Q4                      P-B4  
41 K-Kt                      B-R3  
42 B-KB                      Kt-Kt4  
43 K-B2

To avoid Kt-B6ch. White is now ready to play P-B5, and walk the pawns right through.

44 R-R4                      Kt-K3  
45 RxP                      Kt-B4  
46 K-K3                      Kt-K5ch  
                                    BxP

This loses at least the exchange. Black had probably planned this capture when he started the manœuvre by Kt-K3, and decides to go through with it.

47 R-B                      BxB

If R(Q)-QB; 48 P-Q6, R-B3; 49 P-Q7! wins handily. If 47 ..., R-K; 48 BxB, Kt-Q3ch; 49 K-Q3.

48 RxR                      RxP  
49 B-Kt2                      R-Q6ch  
50 K-B4                      Resigns.

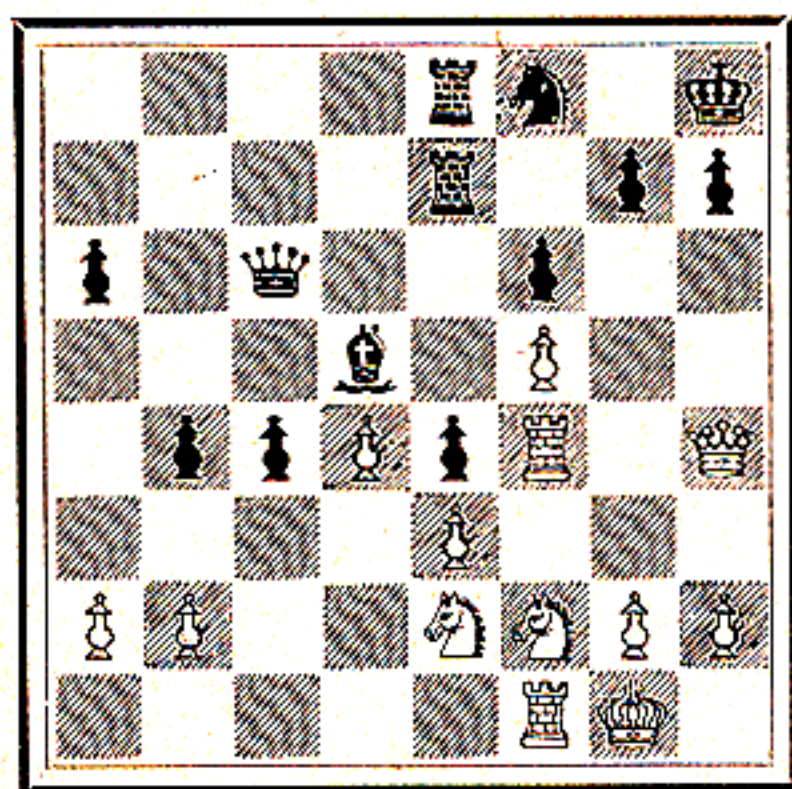
He must play P-B3 to defend the mate, when 51 KxP would lead to a quick decision.



The following game is from "Masters of the Chessboard," recently published by the McGraw Hill Co. It is a good example of the entertaining, dramatic style of the annotations.

We are all familiar with the film dramas, in which the hero or the heroine is in imminent danger of death while at the same time, but in another quarter, rescue plans are under way. The audience follows the action and counter-action in breathless suspense, but to all appearances the rescuers will arrive on the scene too late. Only at the very last moment, when all hope has been abandoned, is the tragic end averted. A similarly exciting drama is offered in the following game played between Pillsbury and Tarrasch in the Tournament at Hastings, 1895. After White's twenty-eighth move, the following position was reached:

DR. S. TARRASCH  
Black



White  
H. N. PILLSBURY

Tarrasch played

Q—R5

which appears to be decisive, as after 26 Kt-B, Q-B7; White's Q-side would be conquered. But Pillsbury gave his opponent something to think about with

29 Kt—Kt4

With this move White threatened a Kt sacrifice on B6, and so it called forth the protective move

Kt—Q2

There followed

30 R(B4)—B2

and still Black could not play QxP, as White

would thereupon win with 31 Kt-B4, B-B2; Kt-Kt6ch, BxKt; 33 PxB, Kt-B (after 33 ... P-R3, there would follow 34 KtxRP, PxKt; 35 QxRPch, K-Kt; 36 R-B4); 34 KtxP, PxKt; 35 RxP, K-Kt; 36 R-B7. For this reason the move made was:

K—Kt

and thus Pillsbury had gained time to escape the worst with

31 Kt—B

for now Q-B7 is prevented. Will it help in the long run? Black continued his attack on the Q side with

P—B6

32 P—QKt3

Q—B3

and now threatened to annihilate White's Q-side and win easily with P-QR4 and R5, exchange pawns, and R-R and R6. What is White to do? Defensive measures would be hopeless in the long run, owing to Black's strong passed Pawns. Pillsbury, therefore, now launches his counter attack on Black's K-side.

33 P—KR3

Pillsbury has calculated with mathematical precision the time at his disposal, and he prepares his action with the greatest calm.

P—QR4

34 Kt—R2

To anyone re-playing this game and seeing that the Black menace on the Q-side is so close, this seems tormentingly slow.

35 P—Kt4

P—R5

36 PxB

PxP

37 P—Kt5

R—R

38 Kt—Kt4

R—R6

BxP

One would think now that White is lost, that the attempted rescue will come too late. But at the very last moment comes the catastrophe which destroys the already triumphant Black.

39 R—KKt2

Threatens not only PxB, but also KtxPch.

K—R

40 PxB

PxB

After KtxP, the game would be decided by 41 Kt-K5.

41 KtxB

RxKt

42 Kt—R6

R—Kt2

The only move.

43 RxR

KxR

White's attack seems to be at an end, while Black threatens P-B7 and B8. But now follows, in the nick of time, the long prepared catastrophe.

44 Q—Kt3ch!

KxKt

45 K—R



Thereby threatens 46 R-KKt. Black can now prevent the threatened mate only with the most severe sacrifices.

	Q—Q4
46 R—KKt	QxBP
47 Q—R4ch	Q—R4
48 Q—B4ch	Q—Kt4
49 RxQ	PxR
50 Q—Q6ch	K—R4

Black can move his K only in such a manner that White will take Kt, either with an offer of check or a threat of immediate mate, so that there is no time for P-B7.

51 QxKt

and wins.

\* \* \*

*We take the following from Tarrasch's Schachzeitung, the new magazine published in Munich. It is a pretty effort by the veteran master.*

RUY LÓPEZ  
Munich, 1932

(Notes by Dr. S. Tarrasch)

Amateur White	Dr. S. Tarrasch Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 O—O	B—B4
6 KtxP!	KtxP
7 KtxKt	

This move frees the QB and thus facilitates Black's development. Hence the move can only be justified by a convincing continuation. (Better was Q-K2).

QPxKt

The justification might lie in the possibility that white wished to exploit the exposed position of the Kt by means of 8 Q-K2. In that event, however, Black would simply protect his Kt with 8... Q-K2; and after 9 R-K, B-B4! (but not 9... BxPch, as White finally gets two pieces for a R by 10 QxB); 10 P-Q3, Kt-B3; the exchange of queens would yield white no advantage.

8 Q—B3

A much subtler explanation of White's last move: in the event that the Kt retreats, White wishes to play BxPch, winning either R on QR8 or the B on QB5. To protect the Kt by the plausible and aggressive move 8... Q-Q5, would be faulty because of 9 Kt-B3!, KtxKt; 10 BxPch

followed by QPxKt winning a pawn. Should Black play 9... P-B4 in this variation, then the reply B-Kt3 would prevent him from castling.

Q—R5

This is the correct way of protecting the Kt. At the same time White's B is indirectly menaced by the threat of KtxP. For example on 9 P-Q3, KtxBP; 10 BxPch, K-B!; and after a series of exchanges at KB7, Black plays PxP with the exchange to the good.

If 9 P-KKt3, Black replies Q-Kt5 with a good game.

9 Kt—B3

The B sacrifice at QB6 has become a fixed idea with White, to his own detriment. The correct line of procedure was the withdrawal of the B to Kt3, but then Black simply castles with a better developed game. The exchange of knights on the sixth move was inadequately motivated after all.

KtxKt

10 BxPch

A complicated combination, which leads to material advantage for White, as against Black's superiority in position and development.

PxB

Or 10... K-B; 11 QPxKt, PxB; 12 QxQBP winning back the piece (12... B-Q3; 13 P-KKt3).

11 QxQBPch      B—Q2  
12 QxRch

White must not check first with the R, for after 12... K-Q; 13 QxRch, B-B; he would have no time to capture Black's Kt because of the mating threat.

K—K2

13 QxR

Much better was the retreat to B3, remaining with a R for a minor piece.

White is helpless against the coming mating attack, for his development is backward and his Q is far from the scene of action.

Kt—K7ch

14 K—R      BxP  
Threatening 14... Kt-Kt6 mate.

15 P—KR3

If RxB, QxR and White cannot stop mate.

QxPch

The final phase is very pretty.

16 PxQ      B—B3ch  
17 K—R2      B—Kt6 mate.

A "pure" mate. Once more mind has triumphed over matter.

(Translated from Tarrasch's Schachzeitung by F. Reinfeld).



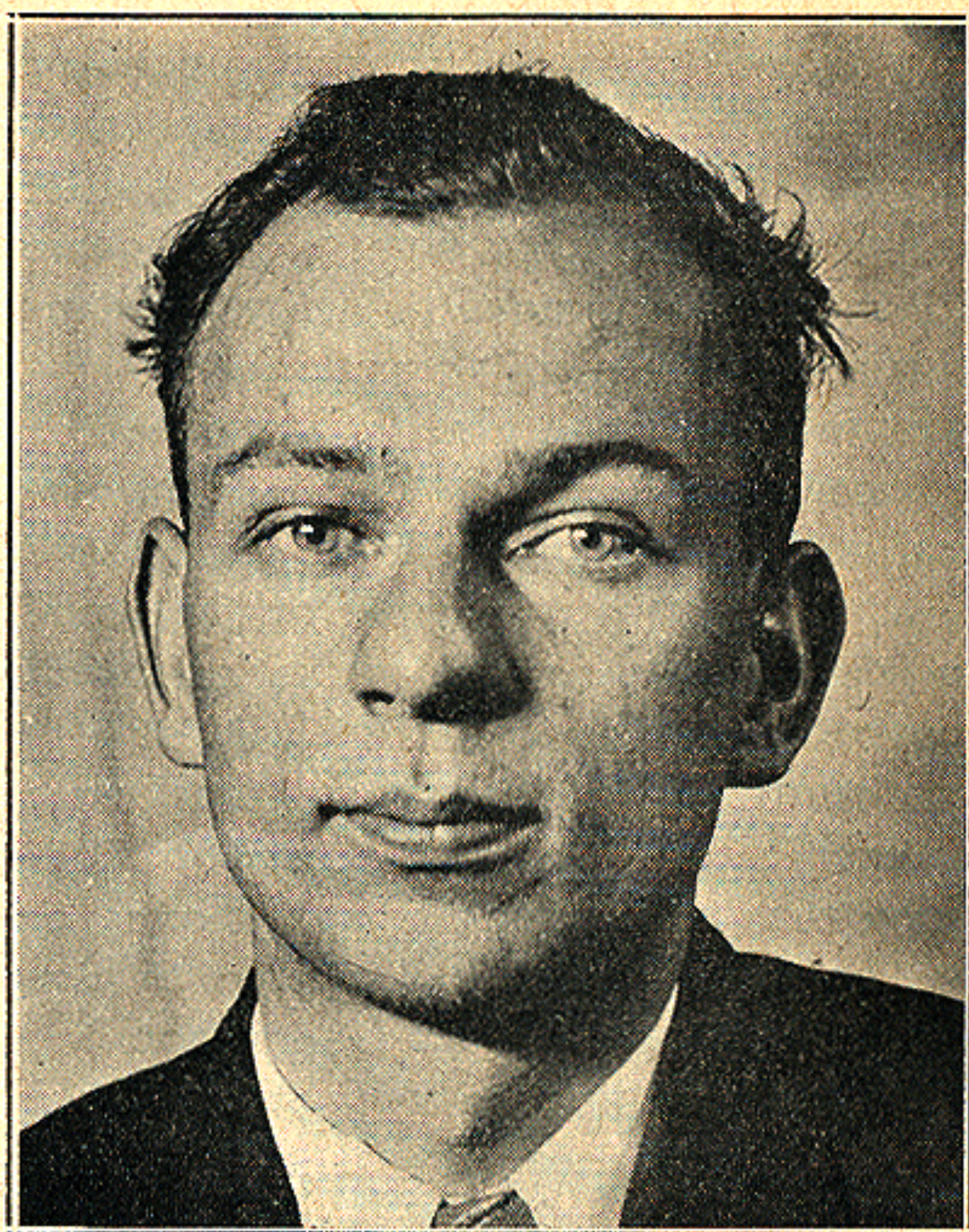
## WHO'S WHO IN CHESS

ONE of the recent finds in American chess is a young man from Portland, Ore., by the name of Arthur W. Dake. Though barely 22, and having played his first match game less than three years ago, he already has an enviable record, with a sensational victory over Dr. Alekhine to his credit.

Dake has had an unusually adventurous career. At sixteen, growing tired of high-school life in Portland, or perhaps during his summer vacation, he took a job on a freighter, and worked his way to Honolulu, Japan and China. It was in some sea-side café that he first saw a set of chessmen, and induced the owner to teach him the game. On the return trip he must have had time to ponder over his lessons, as with no further practice he was able to beat the best that Portland could offer in the way of chess competition.

After two long cruises, life on board ship, with its attendant work and hardship, began to pall on him. He was not one to remain long anywhere. To this day his comings and goings are a constant mystery to his friends. During 1928 he visited San Francisco, Los Angeles, and other towns up and down the Coast. He sought friendly games of chess wherever he could, with more than fair success. There were few who could beat him at "skittles," or off-hand games. He had no opportunity to engage in set match or tournament play, however.

Early in 1929 Dake took a bus going East. He had no particular destination, but drifted along till in the course of time he wound up in New York. Here he encountered some sterner resistance. In fast chess he would win the first game or two from practically everyone he met. He looked so young and innocent the experts were inclined to toy with him, but found it took their best efforts to beat him.



ARTHUR W. DAKE

In 1930 he played his first tournament, for the New York State Championship. He finished third, behind Santasiere and Lessing. This was very satisfactory for a first attempt, and gave him some standing in the community. In a Junior Master's Tournament that summer Dake tied for first with A. Kussman of City College, then Intercollegiate Chess Champion. But this was minor compared to his next achievement, when he annexed the championship of the Marshall Chess Club, beating out a number of well-known Metropolitan experts. Dake had now arrived, and had to be reckoned with in all future chess events.

The Alamac Hotel in New York staged a grand tournament in May 1931. Capablanca, Marshall, Kashdan and Edward Lasker participated. There was great competition for the other places. Dake was the youngest of those invited, but he had fairly earned his chance. In this tournament Dake had the opportunity of a life-time, and missed it. He outplayed Capablanca in their individual game, had



things all his own way, and was already boyishly accepting the congratulations of the spectators. But something happened, over-confidence took its usual toll, and he had to tip his king in defeat. The game still received enormous publicity, perhaps as much as if Dake had won.

In July 1931 the United States sent a representative team to Prague in the annual competition for the Hamilton-Russell Cup. Dake was a member of the team, and did his share in gaining first prize and possession of the cup, which is still in our hands. His play showed the same confidence and lack of respect for reputation that it had back home. Young or old, his opponents all looked alike to him, and he never knew what fear meant.

Before returning to the States Dake played in a tournament at Antwerp in which he equalled the scores of Rubinstein and Yates. He had intended from there to go to England, but the state of his finances just then necessitated a speedy return to New York.

Looking back over his record Dake found one flaw, his early failure to capture the New York State title. This was about to be contested again in Rome, N. Y. He had just enough money left to pay his car-fare up, but with his usual optimism he already felt that the prize was in his pocket. He could only tie for third, however, and but for a friendly lift would have had to hike back. He left soon after for Portland where he remained for some months. He had acquired a number of chess books, and by all accounts was

completely absorbed in their perusal.

The effect of his study was soon to be seen in the Pasadena Tournament in August, 1932. The results of this event were about as anticipated: Alekhine first, Kashdan second, Dake, Reshevsky and Steiner tied for third. But the big news, the story that flashed across the continent, and reached every corner of the chess-playing world, was—Dake Beats Alekhine! Dake obtained the superior game early, just as he had against Capablanca the year before. This time there was a new coolness and restraint about him. He had some idea of the task that confronted him, and went about it with a hardness that spelled success.

From Pasadena Dake went back to Portland, perhaps for another session with his books. He recently turned up again in New York, full of vigor, ready for anything in the way of chess. There are several prospects of matches and tournaments in the next few months, and it is certain that he will not be far off.

Dake in his play has a quickness, a sureness that is reminiscent of Capablanca. Yet there is nothing common in their styles. Dake's game is largely based on study. He is invincible in the opening, and as long as his theoretical knowledge holds out. He has found no limit yet to his capacity for acquiring further knowledge, which means a constant improvement of his game. How far he will go is of course anybody's guess. But he is a force to be reckoned with, a new dynamic personality in American chess.

## CURIOUS CHESS FACTS

Continued from page 4

21. At Monte Carlo in 1902 it took Tchigorin 144 moves to beat Mason. In the same tournament he lost to Marshall in 8 moves.

22. The only game F. D. Yates won at the Hamburg tournament in 1910 was

from Dr. Tarrasch. Curiously the Doctor was the only one to object to Yates's entry on the ground that he was not a strong enough player.

23. Carl Schlechter, considered the greatest drawing master that ever lived, needed but one draw to win the World's Championship from Dr. Lasker, but could not get it.



# GAME DEPARTMENT

Game No. 12  
CARO-KANN DEFENSE  
Hastings, January 1933  
(Notes by I. Kashdan)

**L. Steiner**  
White

**S. Flohr**  
Black

1 P-K4  
2 P-QB4  
3 BPxP

P-QB3  
P-Q4

3 KPxB, PxP; 4 P-Q4 leads to a frequently played variation rather favorable to White.

4 PxP

PxP  
P-QR3

QxP would lose time because of 5 Kt-QB3. But 4 ... Kt-KB3 would regain the P effectively. However, Black wishes to avoid exchanging pieces after B-Kt5ch, and rightly believes that White cannot in the long run maintain the P.

5 Q-Kt3  
6 Kt-QB3  
7 B-K2  
8 P-Q4  
9 B-B3  
10 KKt-K2

Kt-KB3  
QKt-Q2  
P-KKt3  
B-Kt2  
O-O  
Kt-K

Black places this Kt on Q3 to avoid any possibility of P-Q6.

11 P-QR4  
12 O-O  
13 Kt-K4

Kt-Q3  
P-Kt3

This exchange is bad. White gives up an important protection of his P at Q5 in return for a purely passive piece. 13 B-B4 was better.

14 BxKt  
15 B-Kt5  
16 BxKt

KtxKt  
B-Kt2  
Kt-B3  
PxP

BxB is more natural, but the recapture with the P is based on sound reasoning. The KP is backward, but on B3 it can advance and help in the K side attack which soon develops. That White obtains a passed P is of no account, as he can do nothing with it.

17 QR-B  
18 R-B2  
19 B-B3  
20 R-Q

Q-Q3  
QR-Q  
P-B4  
KR-K

21 P-Kt3  
22 Kt-B3  
23 R-K2  
24 RxR  
25 Kt-R2  
26 Q-Kt5

R-K2  
QR-K  
B-KB3  
RxR  
P-QR4  
P-R4

Black has placed all his pieces on their best squares, and is ready for a general advance.

27 P-QKt4  
28 B-Kt2

P-R5

If QKtPxP, Q-R6! wins a piece. White's attempt at a Q side counter comes too late.

29 RPxB  
30 P-Kt4

KRPxB  
P-B5  
P-B6

This forces an entry which soon decides the game. Black developed this attack in splendid style.

31 BxB  
32 Q-Q3  
33 QxB  
34 Kt-B3

Q-B5  
KBxB  
QxB

The threat was R-K5. Now Black has a pretty surprise.

35 QxP(Kt4).

PxB  
BxB!

Threatening mate, and if 36 RxB, R-K8ch and mate next move.

36 KtxB  
37 K-R2

QxRch

Not K-Kt2 because of QxKtch. Now if he takes White has QxR.

38 Kt-K3  
39 QxQ

R-K3  
Q-Q3ch  
RxQ

With the exchange ahead, the result is no longer in doubt. We give the remaining moves to complete the record.

40 Kt-B4  
41 Kt-K5  
42 Kt-Q7  
43 P-Kt5  
44 Kt-B6ch  
45 Kt-Q5  
46 Kt-B4ch  
47 KtxP

R-QB3  
R-B6  
R-QKt6  
P-B4  
K-B2  
K-K3  
K-Q3  
R-Kt5



48 K—Kt3	R—Kt5ch
49 K—B3	RxKtP
50 Kt—B4	R—Kt8
51 Kt—Q3	R—QR8
52 Kt—Kt2	K—Q4
53 K—B4	K—Q5

Resigns.

The Kt cannot be saved after K-B6.

\* \* \*

### Game No. 13

#### QUEEN'S GAMBIT DECLINED

Hastings, January 1933

(Notes by I. Kashdan)

**V. Pirc**

**T. H. Tylor**

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—KB3	P—Q4
4 B—Kt5	QKt—Q2
5 P—K3	B—K2
6 Kt—B3	O—O
7 R—B	P—B3
8 Q—B2	P—KR3
9 B—R4	P—R3
10 P—QR3	R—K
11 B—Q3	PxP
12 BxP	P—QKt4
13 B—R2	P—B4
14 PxP	KtxP
15 O—O	B—Kt2
16 KR—Q	Q—Kt3

The opening has been along routine book lines. Black threatens Kt-K5, and seems to have an excellent game. But White finds a way to turn his better development to account. His two R's are already in the center, an important advantage, as the subsequent play will show.

17 BxKt

Such an exchange of B for Kt is usually wrong, but here it is based on an exactly calculated combination.

	BxB
18 P—QKt4	BxKKt

Forced, to make room for the Kt, which had no place to go.

19 PxP

Not 19 PxKt, BxR! winning the exchange.

Kt—Kt2

20 B—Kt

The point of the previous exchange is that

White has command of this whole diagonal.

Kt—Q3

Allowing the entry of the Q, but there is little choice. If 20 ... P-Kt3; 21 Kt-K4, B-K2 or Kt2; 22 Q-B7 followed by doubling R's on the seventh rank. If 20 ... BxKt; 21 Q-R7ch, K-B; 22 R-Q7 forces mate.

21 Q—R7ch

K—B

22 Kt—K4

This wins at least a P. If 22 ... KtxKt; 23 R-Q7 again follows.

	QR—Q
23 KtxB	PxKt
24 QxRPch	K—K2
25 Q—R4	Kt—B5
26 RxR	RxR
27 Q—B4	P—K4

27 ... KtxRP offered better chances. White would play 28 R-B7ch, R-Q2; RxRch, KxR; 30 B-Q3. The passed RP should win.

28 Q—K4 Kt—Q7

If now 28 ... KtxRP; 29 R-B6, Q-R2; 30 B-R2 with a winning position.

29 Q—B5	Kt—B5
30 R—B3	R—Q8ch
31 K—Kt2	Q—Q
32 B—Q3	Kt—Q3
33 Q—Kt4	R—Q7
34 P—KR4	Q—Kt3
35 B—B	P—B4
36 Q—Kt7	K—K3
37 R—B5	Resigns.

For if 37 ... P-B3; 38 R-B7 soon forces mate, and if 37 ... R-Q4; 38 Q-R6ch, P-B3; 39 RxR, KxR; 40 QxP with two P's plus.

\* \* \*

### Game No. 14

#### INDIAN DEFENSE

Hastings, January, 1933

(Notes by I. Kashdan)

**Alexander**

**Sultan Khan**

White

Black

1 P—Q4	Kt—KB3
2 Kt—KB3	P—KKt3
3 P—KKt3	B—Kt2
4 B—Kt2	O—O
5 O—O	P—Q3
6 P—Kt3	QKt—Q2
7 B—Kt2	P—K4
8 P—B4	

If 8 PxP, Kt-Kt5, as happens next move, will



regain the P. White plays for a control of the center, and to open lines for his two bishops.

	R—Kt
9 PxP	Kt—Kt5
10 Q—B2	QKtxP
11 KtxKt	KtxKt
12 Kt—B3	B—K3
13 QR—Q	Q—Q2
14 Kt—Q5	

This is very strong in similar positions. If the Kt is driven back by P-QB3, Black's QP becomes backward. Sooner or later Black must play BxKt, when White has the advantage of two bishops, and also pressure on the open QB file. This game is a good example of the effect of such a control of an advanced square.

	P—KB4
15 B—Q4	Kt—B3
16 B—QB3	K—R
17 Q—Kt2	BxKt

The threat was 18 BxBch, QxB; 19 QxQch, KxQ; 20 KtxP, which is difficult to defend otherwise.

18 PxB	Kt—Kt5
19 R—B	Kt—R3
20 P—QKt4	

The Kt is kept in an awkward position for some time, while White can prepare at leisure for the domination of the QB file.

	KR—K
21 P—K3	QR—B
22 R—B2	BxB
23 QxBch	Q—Kt2
24 QxQch	KxQ
25 KR—B	R—K2
26 P—QR3	K—B3
27 K—B	K—K4
28 K—K2	K—B3
29 K—Q2	K—K4
30 R—B4	K—B3
31 R(B)—B3	P—QKt4

Losing patience. The move is based on a clever idea, but he did not see far enough ahead. It would still have been difficult for White to win had Black continued his waiting tactics. White's continuation might have been R-Q4 and B-B, followed by an advance of the Q side pawns.

32 R—B6	Kt—Kt
33 RxPch	

If 33 ... PxR, 34 RxR wins. Black did not overlook this, but thought he would regain his P by attacking the rook, which apparently has no retreat.

K—K4

34 R(Q6)—QB6!

Giving up the exchange, but the black K is left in an unexpected mating net.

KtxR

35 RxKt

P—B5

The only move to stop P-B4 mate.

36 KtPxPch

Resigns.

If 36 ... K-B4, White can win a rook by B-R3ch, or still better play 37 P-B3 when B-R3 mate cannot be avoided.

\* \* \*

Game No. 15

ALEKHINE'S DEFENSE

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

A. Kupchik

O. Tenner

White

Black

1 P—K4

Kt—KB3

2 P—K5

Kt—Q4

3 Kt—KB3

P—QB4

P-Q3 at once is more usual. After the text Black finds it difficult to avoid a backward QP.

4 Kt—B3

KtxKt

5 QPxKt

Kt—B3

6 B—KB4

P—K3

7 B—B4

B—K2

8 Q—K2

O—O

9 O—O—O

P—QR3

10 P—KR4

P—QKt4

11 B—Q3

P—B4

Black has apparently defended himself well and is now ready to proceed with his Q side attack, but White has something in store for him.

12 PxPe.p.

BxP

If 12 ... PxP, then 13 Kt-Kt5, PxKt; 14 Q-R5, R-B2; 15 PxP with an overwhelming attack.

13 BxPch

KxB

14 Kt—Kt5ch

BxKt

15 PxBch

K—Kt

16 Q—R5

R—B3

17 PxR

QxP

18 Q—K8ch

Resigns.



## Game No. 16

## INDIAN DEFENSE

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**R. Willman**      **D. MacMurray**

White

Black

- |          |        |
|----------|--------|
| 1 P—Q4   | Kt—KB3 |
| 2 P—QB4  | P—KKt3 |
| 3 Kt—QB3 | B—Kt2  |
| 4 P—K4   | P—Q3   |
| 5 P—B4   | O—O    |
| 6 Kt—B3  | Kt—B3  |

6 ... QKt-Q2 to be followed by either P-QB4 or P-K4 is an alternative. With the text Black tempts P-Q5 so that he can obtain a post at QB4 for his Kt. However, White gains time with the advance.

- |        |       |
|--------|-------|
| 7 P—Q5 | Kt—Kt |
| 8 B—K2 |       |

B-Q3 is more in the spirit of the opening.

- |           |        |
|-----------|--------|
|           | QKt—Q2 |
| 9 O—O     | Kt—B4  |
| 10 Q—B2   | P—QR4  |
| 11 B—K3 ? | P—Kt3  |

Black could win a P. 11 ... KtxKP, 12 KtxKt, KtxKt; 13 QxKt, B-B4!

- |         |  |
|---------|--|
| 12 BxKt |  |
|---------|--|

There is no reason to exchange a B for a Kt without any material gain.

- |           |        |
|-----------|--------|
|           | KtPxB  |
| 13 QR—K   | B—Q2   |
| 14 B—Q3   | R—Kt   |
| 15 P—K5   | Kt—Kt5 |
| 16 P—KR3  | Kt—R3  |
| 17 P—KKt4 | Q—B    |
| 18 R—K2 ? |        |

The sacrifice of the B for three P's should have been prevented. 18 P-B5 (PxP, P-Kt5 winning the Kt) threatening P-K6 leaves White with the superior position.

- |          |       |
|----------|-------|
|          | BxKtP |
| 19 PxP   | QxPch |
| 20 R—Kt2 | QxP   |
| 21 Q—K2  |       |

Q-Q2 forces the exchange of Q's with better chances.

- |        |        |
|--------|--------|
|        | Kt—Kt5 |
| 22 PxP | KPxP   |
| 23 R—K | QR—K   |
| 24 QxR | QxKt!  |

- |           |       |
|-----------|-------|
| 25 Kt—Kt5 | Kt—K4 |
| 26 Q—K7   | QxB   |
| 27 R—KB   | KtxP  |
| 28 Q—K2   | QxP   |
| Resigns.  |       |

\* \* \*

## Game No. 17

## SCOTCH GAME

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**O. Tenner**      **E. S. Jackson**

White

Black

- |          |        |
|----------|--------|
| 1 P—K4   | P—K4   |
| 2 Kt—KB3 | Kt—QB3 |
| 3 P—Q4   | PxP    |
| 4 KtxP   | B—B4   |
| 5 B—K3   | B—Kt3  |

More aggressive is Q-B3 at once.

- |          |        |
|----------|--------|
| 6 P—QB4  | Q—B3   |
| 7 Kt—Kt5 | B—R4ch |

7 ... BxB leads into the Blumenfeld variation with the white P at QB4 instead of QB2, if then 8 PxB, Q-R5ch; 9 P-Kt3, QxKP; 10 QKt-B3, QxR; 11 KtxPch, K-Q; 12 Q-Q6, Kt-B3; 13 KtxR, Q-B6; with the issue in doubt.

- |          |        |
|----------|--------|
| 8 QKt—B3 | P—QR3  |
| 9 Kt—Q4  | KKt—K2 |

White's QKt will be well posted at Q5, therefore it would be wise for Black to play BxKtch at once and seek compensation in the doubled P's.

- |          |       |
|----------|-------|
| 10 Q—Q2  | P—Q3  |
| 11 P—QR3 | B—Kt3 |
| 12 Kt—B2 | BxB   |
| 13 KtxB  | O—O   |
| 14 B—K2  | B—K3  |
| 15 O—O   | Q—Q5  |

Kt-Q5 to be followed by P-QB3 offers better chances.

- |              |       |
|--------------|-------|
| 16 Q—B2      | QR—K  |
| 17 Kt(B3)-Q5 | BxKt  |
| 18 BPxB      | Kt—K4 |
| 19 QxP       |       |

Better was 19 QR-Q, Q-Kt3; 20 K-R to be followed by Q-B3 and P-B4 with a powerful center position.

- |          |       |
|----------|-------|
|          | QxKP  |
| 20 QxKtP | P—B4  |
| 21 KR—K  | P—B5  |
| 22 Kt—B  | Kt—B4 |



This loses an exchange. Black should play 22 ... P-B6; 23 BxBP, KtxBch; 24 PxKt; QxBP; with a perpetual check.

23 B—R5                      Q—B7  
24 BxR

But this is a blunder. QR-B and the game is obviously won.

Kt—Q6

25 Q—Kt6

If 25 R-K7, QxPch; 26 K-R, P-B6; 27 Kt-K3, Kt-B5; 28 P-KKt3, Kt-R6; and there is no defense against Q-Kt8ch followed by Kt-B7 mate.

26 RxKt                      QxPch  
27 K—R                      P—B6  
28 PxP                      Kt—B5  
29 B—B7ch                  K—R  
Resigns.

\* \* \*

Game No. 18

SICILIAN DEFENSE

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**R. Bornholz**  
White

**E. Schwartz**  
Black

1 P—K4	P—QB4
2 Kt—KB3	Kt—QB3
3 P—Q4	PxP
4 KtxP	Kt—B3
5 Kt—QB3	P—Q3
6 B—K2	P—KKt3
7 B—K3	B—Kt2
8 Q—Q2	

8 P-KR3 to prevent Kt-KKt5 is more exact.

O—O

After 8 ... Kt-KKt5; 9 KtxKt, (to avoid exchanging a B for a Kt) PxKt; 10 B-KB4, Black with the open QKt file in conjunction with the B diagonal KR1 to QR8, and the strong center P's, is to be preferred.

9 P—B3

White's object is to castle Q side and attack with the K side P's, but first he should play 9 Kt-Kt3 to prevent a strong counter-attack in the center by means of P-Q4.

	P—Q4
10 PxP	KtxP
11 KKtxKt	PxKt
12 KtxKt	PxKt
13 P—B3	B—Kt2

14 P—KR4

Evidently overrating the force of the attack. Instead he should castle K side and play for an advance of the Q side P's where he has a majority.

	Q—B2
15 P—R5	KR—Q
16 PxP	RPxP
17 B—KR6	B—KB3
18 O—O—O	P—Q5
19 P—QB4	P—R4
20 K—Kt	B—R3
21 Q—B2	QR—B
22 R—QB	P—Q6!
23 BxP	R—Kt
24 BxP	

If P-QKt3 then Q-K4 and there is no defense.

	RxPch
25 QxR	BxQ
26 B—R7ch	K—R
27 KxB	R—Ktch
28 K—B2	QxPch

Black announced mate in three moves: 29 K-Q2, Q-K7ch; 30 K-B3, Q-Kt7 mate.

\* \* \*

Game No. 19

RETI SYSTEM

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**A. Denker**  
White

**D. MacMurray**  
Black

1 Kt—KB3	P—QB4
2 P—B4	

White could here play P-K4 leading into the Maroczy variation of the Sicilian defense, favorable to white.

	Kt—QB3
3 Kt—B3	Kt—B3
4 P—Q4	PxP
5 KtxP	P—Q4

A weak move which loses at least a pawn.

6 Q—R4

B-B4 at this point is also interesting, but after PxP white seems to get only a slight shade. The move played is the most forceful.

	Q—Q2
7 PxP	KtxP
8 QKtxKt	QxKt
9 Kt-Kt5	Q—Q2

If Q-Q; 10 B-B4, P-K4; 11 BxP, KtxB; 12



Kt-B7ch, K-K2; 13 KtxR, Kt-B3; 14 R-Q, B-Q2; 15 Q-K4ch, K-B3; 16 Q-B4ch, K-Kt3; 17 P-QR3 and the knight comes out next move.

10 B-Q2	P-K4
11 O-O-O	B-B4
12 B-Kt5	Q-B4
13 Kt-B7ch	K-B
14 R-Q8ch	KtxR
15 Q-K8 mate.	

\* \* \*

## Game No. 20

## ENGLISH OPENING

Marshall Chess Club Championship  
New York, November 1932  
(Notes by Reuben Fine)

**A. Kevitz**      **A. C. Simonson**

White

Black

1 P-QB4	Kt-KB3
2 Kt-QB3	P-B4
3 Kt-B3	P-QKt3
4 P-Q4	B-Kt2

PxP would yield a much freer game.

5 P-Q5	P-Q3
6 P-K4	QKt-Q2
7 B-Q3	P-KKt3
8 P-KR3	

To play B-K3 without being molested by Kt-Kt5.

	B-Kt2
9 O-O	O-O
10 B-K3	P-QR3

Better was P-KR3 to preserve the bishop.

11 Q-Q2	B-B
---------	-----

Again R-K to play B-R if B-R6 was to be preferred to the text.

12 B-R6	Kt-K
13 BxB	KtxB ?

It was essential to keep the white queen out of KR6.

14 Q-R6	P-B3
15 Kt-K2	Kt-K4
16 KtxKt	QPxB
17 P-B4	PxP
18 RxP	R-B2
19 R-R4	Kt-K
20 P-K5	P-B4

Forced. If PxP, BxP!

21 Kt-B4	R-Kt2
22 Q-Kt5	Q-B2
23 R-K	R-Kt

Black can do nothing.

24 P-Q6	PxP
25 PxP	Q-Q2
26 Kt-Q5	K-B
27 R-K7	QxP
28 RxP	RxR(R7)
29 RxR	Kt-Kt2

If R-Kt2, Q-R6ch wins a piece.

30 Q-R6	Q-K4
31 QxP	B-K3
32 R-R8ch	B-Kt
33 RxBch!	Resigns.

For if KxR, Kt-B6ch either mates or wins the queen.

\* \* \*

## Game No. 21

## NIMZOVITCH DEFENSE

Marshall Chess Club Championship  
New York, November 1932  
(Notes by Reuben Fine)

**R. Smirka**      **R. Levenstein**

White

Black

1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-QB3	B-Kt5
4 P-K3	P-QKt3

White does not mind the doubled pawn after BxKtch 5 PxP because of his two bishops and the easily developed attack on the black king.

5 Q-B3

A fine move, the point of which is to take advantage of the deployment of the black pieces on the queen's wing. The alternative is 5 B-Q3, B-Kt2; 6 P-B3, O-O; 7 Kt-K2 etc.

	P-Q4
6 B-Q3	B-Kt2

Better 6 ... BxKtch; 7 PxP, B-R3; or even B-R3 immediately.

7 Kt-K2	QKt-Q2
8 PxP	

To block the diagonal of black's queen bishop.  
PxP

If Kt or BxP, P-K4.

9 O-O	Q-K2
-------	------

Black was afraid that the white attack on the castled king after 9 ... O-O would be too strong, but the text move allows the exchange of the king bishop.

10 Kt-Kt5	Kt-B
11 P-QR3	B-Q3
12 KtxBch	QxKt
13 Kt-Kt3	Kt-K3



Slightly better would have been P-Kt3, followed by O-O-O. It would have been safer all along for black to castle on the queen side, but the lack of the black bishop would have made itself felt then also.

14 Kt-B5	Q-Q
15 Q-Kt3	O-O
16 P-B4	P-Kt3
17 Kt-R6ch	K-R
18 P-B5	Kt-Kt2
19 Q-R4	Kt-Kt
20 P-B6	Kt-K
21 KtxKt	RxKt

All this has been very well played by white. Black has no longer any adequate defense. KxKt would have saved a tempo, but not the game.

22 R-B4

Threatening QxP ch!

	R-KB
23 B-Q2	Q-Q3
24 QR-KB	P-KR4

White's threat was Q-R6, followed by R-R4, which had not been possible up till now because of KtxP.

25 Q-Kt5 Resigns.

\* \* \*

Game No. 22

FRENCH DEFENSE

10th Match Game

Prague, August 1932

(Notes by Reuben Fine)

**Dr. M. Euwe**

White

1 P-K4  
2 P-Q4  
3 Kt-QB3  
4 B-KKt5  
5 KtxP  
6 BxKt  
7 Q-Q2

**S. Flohr**

Black

P-K3  
P-Q4  
Kt-KB3  
PxP  
B-K2  
PxB  
P-KB4

This advance is premature. Alekhine, in the New York Tournament Book of 1924, says that it should be deferred until necessary. If played at such an early stage as in this game, it allows white to take advantage of the weaknesses on black's K4 and KKt4 effectively.

8 Kt-QB3 P-QB3

Otherwise P-Q5 is possible.

9 O-O-O	Kt-Q2
10 P-KKt3	P-Kt3
11 B-Kt2	B-Kt2
12 Kt-R3	

Very well played. The move prevents the dissolution of the doubled pawn by P-B5 at some future date and facilitates the occupation of white's KB4 or KKt5.

Q-B2

13 Q-K2 Kt-B3

13 ... O-O-O would be met by 14 P-Q5, BPxP; 15 KtxP, BxKt; 16 BxB, PxB; 17 QxB and black's pawn position is very weak.

14 KR-K K-B?

It is obvious that the black king is too exposed here. Euwe in the "Nieuwe Amsterdam Courier" states that 14 ... O-O-O is impossible because of 15 Kt-KKt5, R-B; 16 KtxBP, RxKt; 17 QxPch etc. or 15 Kt-KKt5, B-Q3; 16 KtxKP, PxKt; 17 QxPch, Kt-Q2; 18 P-Q5! and black has no defense to PxP, for if R-K; 19 QxR, and if PxP or P-B4, 19 Kt-Kt5. This analysis is correct as far as it goes, but Euwe apparently overlooked that Kt-KKt5 could be met by 15 ... B-Kt5, in which case 16 KtxKP, PxKt; 17 QxPch, Kt-Q2; 18 P-Q5, BxKt; 19 P-Q6, Q-Kt; 20 PxB, P-B4; would be favorable for black. O-O-O was therefore preferable to the text.

15 Kt-KKt5

Threatening QxP!

	Q-Q3
16 P-B4	P-KR3

If 16 ... Kt-Q4; 17 Q-R5 with advantage.

17 Kt-B3	Kt-Q4
18 Kt-K5	R-R2

Weak. After 18 ... KtxKt 19 PxKt, white would have to play the attack very carefully because of his weakened queen's side.

19 BxKt

Again very well played. White exchanges black's only well placed piece.

	BPxB
20 P-KKt4	PxP
21 QxP	P-KR4

To drive the queen from the knight's file.

22 Q-B3	P-R3
23 P-B5	B-Kt4ch
24 K-Kt	K-K2
25 PxP	PxP
26 R-Kt	B-R3

If 26 ... B-R5; 27 Kt-Kt6ch etc., and if 26 ... B-B3; 27 Kt-Kt6ch, K-B2; 28 QR-KB, Q-Q; 29 Kt-K5ch, winning a piece in both cases.

27 QR-KB	Q-Kt5
28 P-QR3	Resigns.

For if 28 ... QxQP 29 Q-B6ch, K-Q3; 30 Kt-B7ch, K-B4; 31 Q-K7ch, K-B5; 32 Q-Kt4 mate, or 28 ... Q-R4; 29 Q-B7ch, RxQ; 30 RxRch, K-K, 31 R-Kt8ch and mate next move.



## Game No. 23

## QUEEN'S GAMBIT DECLINED

## 7th Match Game

(Notes by F. Reinfeld)

**R. Spielmann**

White

**E. Eliskases**

Black

1 P—Q4

2 Kt—KB3

3 P—B4

4 Kt—B3

P—Q4

P—K3

P—QB3

PxP

This leads to a tricky variation with a very difficult game for both sides.

5 P—K4

Safer is P-K3, after which, according to Alekhine's analysis, (Colle-Treybal, Baden-Baden 1925) White recovers his Pawn.

P—QKt4

6 P—K5

Spielmann is playing the opening in an aggressive fashion, attempting to get an attack at all costs. The manner in which his young opponent defends himself is highly instructive.

B—Kt2

7 B—K2

8 Kt—K4

9 O—O

10 KKt—Kt5

11 P—B4

Kt—K2

Kt—Q4

Kt—Q2

B—K2

P—Kt3

Preparing for P-KR3, followed by P-QB4 and Black has an excellent position with a Pawn to the good.

11 ... P-KR3 immediately would be fatal: 12 KtxKP, PxKt; 13 B-R5ch, K-B; 14 P-B5, PxP; 15 RxPch, K-Kt; 16 Q-Kt4, Kt-B; 17 R-B7, R-R2; 18 BxP and wins.

12 P—B5?!

Now or never. In view of the prospective consolidation of Black's game, Spielmann has no choice but to complicate matters.

KPxP!

Eliskases points out that 12 ... KtPxP? would lose by 13 KtxKP, PxKt; 14 B-R5ch, K-B; 15 B-R6ch, K-Kt; 16 Q-Kt4ch!!, PxQ; 17 B-B7 mate.

13 P—K6

14 KtxKP

PxP

Q—Kt3

The position is seemingly very dangerous for Black, but in reality he has little to fear. If now

15 RxP, P-B4! with a winning game.

15 P—QR4

This desperate move is the beginning of an extremely ingenious combination, which is defeated by a still finer counter-combination.

PxKt!

Q—R3

QKt—B3!

16 P—R5

17 Q—B2

The alternative ... P-B4 would lead to all sorts of complications, whereas the text-move forces White's hand.

18 RxKt

BxR

Not of course 18 ... KtxR?? 19 Kt-B7ch.

19 QxKP

A remarkable position: Black must lose the Queen, and yet he has a won game!

K—B2!

20 Kt—B5

QR—K

21 Q—B3

RxB!!

This is the flaw in White's combination.

22 KtxQ

Naturally not 22 QxR because of the reply ... BxPch, but 22 B-Kt5, KR-K is at least superior to the text.

R—K8ch

23 K—B2

KR—K!

This turns out to be even more powerful than 23 ... RxB; 24 RxR, BxKt; etc.

24 Kt—B5

B—B

25 P—QKt4

This makes the hostile BP very strong, but how else is White to free his Bishop?

K—Kt

Freeing the Bishop.

26 B—Kt2

R(K8)—K6

27 Q—Q

Clearly forced.

P—B6

28 B—B

P—B7!

29 QxP

R—K7ch

30 QxR

BxPch

31 B—K3

RxB

32 Q—B?

Relatively better was 32 QxR.

R—QR6ch

Resigns.

For if 33 K-K2, B-Kt5ch; 34 K-Q2, RxR winning the Queen.



## LOOKING AHEAD

THE coming summer will be an active one in American chess affairs, if various projects now being considered should work out. Of great importance is the National Chess Federation Congress, announced to take place as part of the Chicago World's Fair program. Mr. M. S. Kuhns, President of the Federation, and Mr. H. E. McFarland, its energetic Secretary, are doing splendid work in organizing this Congress. It is something we have looked forward to for several years. When originally discussed, the plans were very ambitious indeed, but unfortunately, it must come in a year when every expense must be cut to the limit, and chess tournaments are no exception. Still the Federation is carrying on bravely. In its column in the American Chess Bulletin appeared an announcement of part of the program which has been already decided upon. This follows:

1. A Congress of the International Chess Federation.
2. A College Chess Tournament, with representatives of sixteen American colleges.
3. A game of chess with living pieces, to be held on the World's Fair grounds.

These are the preliminary events. The main attraction is yet to be decided upon. The choice rests between arranging a strong tournament between American and European masters, and a match for the American Championship between F. J. Marshall, present title holder, and I. Kashdan, who is recognized by the Federation as the rightful challenger. There will be other interesting events, and we have no doubt that the final program will be well worthy of its sponsors.

\* \* \*

The International Team Tournament for the Hamilton-Russell Cup will take place in Folkestone, England, this year,

between June 12 and 26. The United States is holder of the Cup by virtue of its victory in Prague in 1931. There was no tournament last year, no country having been willing to undertake its financing.

It is none too early to lay plans for our participation. The expense of sending five men abroad is considerable, but with the Cup in our possession, it would be unthinkable to send it back undefended. There will be no shortage of players. All the members of the victorious 1931 Team will probably again be available. These are, in order of their play at the time, Isaac Kashdan, Frank J. Marshall (Capt.), Arthur W. Dake, Israel A. Horowitz, and Herman Steiner. There are several young men who will offer stern competition for places. Outstanding among them are Reuben Fine, champion of the Marshall Chess Club, and Sam Reshevsky of Chicago, the former prodigy, who is coming back to chess, and quickly establishing himself among the leaders.

\* \* \*

For some two years now the possibility of a match between Marshall and Kashdan for the American Championship has been under discussion. They have both expressed their willingness to play, and the public has shown keen interest whenever the subject has been broached. Now the plans are being definitely forwarded, and the announcement that the match is set may soon appear. As mentioned before, the National Chess Federation is considering holding it in Chicago this summer. It is also being discussed in New York, where both reside, and a committee is being formed in that city to take over the preparations and financial arrangements, which have proved the stumbling block so far. Should they succeed, the American public can be assured of some good chess, besides the interest attached to a titular event of this importance.



# HELPFUL HINTS

**M**ETHODS of chess education have not kept pace with the advance in the game itself. Though many books have been written for the advanced player, there is comparatively little that is of real use to the beginner. Yet that is not so important. The most essential thing for a student is to find a capable instructor. It is the lack of these rather than anything else, that has given chess a reputation for difficulty that it does not deserve.

When a beginner is taught, he is shown the moves of the pieces, and told that the object of the game is to checkmate the king. Just how he is to go about it remains a deep mystery. He is then told to go ahead and play. It is only with the buffetings of time, if he does not become discouraged, that he can acquire anything approaching a rudimentary knowledge of the game.

With this article we commence a series of monthly discussions, with the object of aiding this class of players, by showing them that there is much more to chess than rules, yet not so much but that they can soon penetrate its mysteries, and share in its delights. These hints may be useful to supplement the efforts of chess teachers, or to guide their work.

Set up the pieces to start a game. Of all the major officers, only the knights can move. It is necessary to move the pawns to make way for the development of the other pieces. Which pawns and how many, should be moved, will depend on the following considerations:

1. Give preference to a pawn which opens lines for more than one piece. This means, get along with as few pawn moves as possible to accomplish the desired object. The first thought is to develop the pieces as rapidly as possible.

2. Move pawns that will do as much work as possible. Pawns can control important squares, and prevent enemy pieces from occupying them. By obstructing opposing pawns, they can prevent their advance, a very useful function.

The pawns that best fill these conditions are the center ones, the king and queen pawns. One of these is generally used to start the game.

Let us commence with P-K4. Up to recently this was by far the most usual move. Now P-Q4 is slowly superseding in. The reasons for this will be gone into in a later article. Black also plays P-K4. Now examine the position. White has greatly furthered his game, since besides the knights, he can now move his bishop and queen. The question is, shall he proceed with these developing moves, or advance other pawns to try to increase his mobility first. There are two attempts he can make: 2 P-Q4, or 2 P-KB4. Let us try 2 P-Q4. Black should take the pawn. He has no good method of defending it. If 2 ... P-Q3, 3 PxP, PxP. 4 QxQ ch. Black loses his right to castle, a serious disadvantage. If 2 ... P-KB3? 3 PxP, PxP; 4 Q-R5ch either wins a rook or forces mate. If 2 ... Kt-QB3, 3 PxP, KtxP; 4 P-KB4. White advances while Black loses time moving the same piece.

But after 1 P-K4, P-K4; 2 P-Q4, PxP! what has White gained? If he recaptures 3 QxP, Black plays Kt-QB3, and wins time in development by attacking the queen. On the next move, he will have two pieces developed where White has none (the queen does not count, as it does not belong in the center so early in the game). Instead of recapturing White can play 3 Kt-KB3. However he must sometime take the pawn, and this delay will enable Black to equalize in development. White therefore gains no advantage by 2 P-Q4.

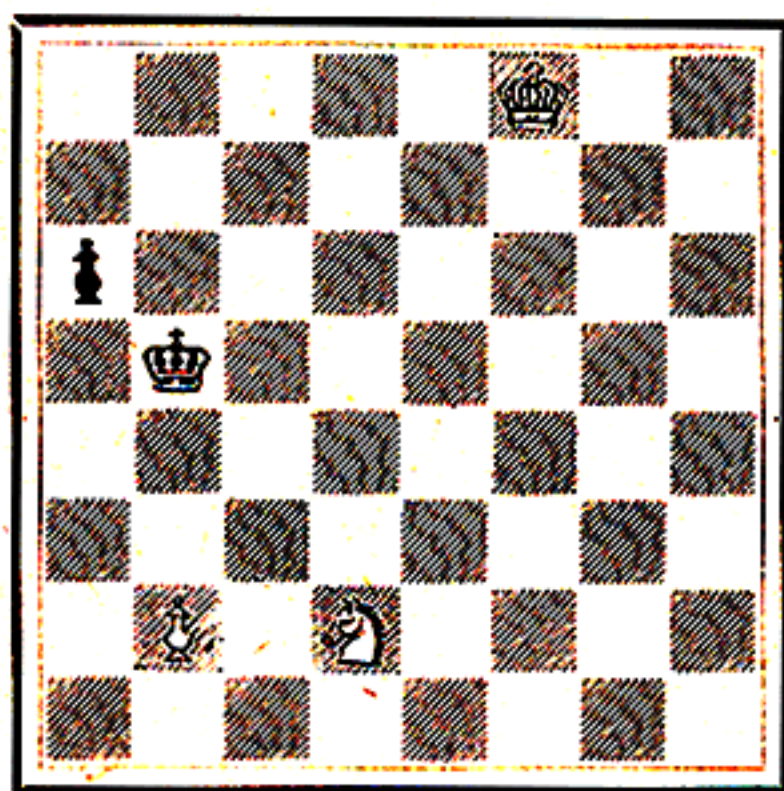
The other method of challenging the

Continued on page 24



# END GAME ANALYSIS

**T**HE following position occurred in actual play recently between two fairly strong amateurs. It illustrates several important principles in end-game study. White is a piece ahead, and would seem to have an easy victory. Black, however, threatens to advance his P and exchange it for White's P.



*White to play and win*

The actual play was:

- |        |       |
|--------|-------|
| 1 K—K7 | K—Kt5 |
| 2 K—Q6 | P—R4  |
| 3 K—Q5 | P—R5  |

Threatening P—R6, and if 4 P—Kt3? P—R7 wins.

- 4 Kt—B4

Right on time. The P is stopped. If K—Kt6, K—B5 and White soon wins the RP.

K—Kt4!

Black has the opposition. The effectiveness of thus opposing the kings is well known in pawn endings. It is equally useful here.

- |        |       |
|--------|-------|
| 5 K—Q4 | K—Kt5 |
| 6 K—Q3 | K—Kt6 |

There is nothing to do. The Kt cannot move, being required on B4, both to protect the P at Kt2, and to hold the square R3 to prevent Black's advance. The white K alone cannot force Black out of his way as long as the latter maintains the

opposition. The game was given up as a draw.

White can win in the original position. His problem is to protect his P and also prevent P—R6. We have seen that placing the Kt at B4 is not sufficient. There is another square, not at all obvious, however.

- |          |      |
|----------|------|
| 1 Kt—Kt3 | K—B5 |
|----------|------|

If K—Kt5, 2 Kt—R! If ever P—R6, Kt—B2ch! K—Kt6; PxP wins. The point of the Kt in the corner is that it cannot be attacked for some time. It can thus do its work without requiring the support of the white K. Black's best chance now is to march around and behind the P.

- |         |       |
|---------|-------|
| 2 Kt—R  | K—Q6  |
| 3 K—K7  | K—Q7  |
| 4 K—Q6  | K—B8  |
| 5 P—Kt4 | K—Kt7 |

Winning the Kt, but White will win the RP and advance unimpeded to Queen.

- 6 K—B6!

It apparently doesn't matter which square is selected, but great care is required. If 6 K—B5, K—B6! will draw. White cannot move K or P, and if 7 Kt—B2, KxKt; 8 K—Kt6, K—B6.

K—B6

- 7 K—B5!

Now we have the same position as in the last note, except that Black is to play. It is he who must give ground, when White wins easily. Such positions, where the move is a disadvantage, occur constantly. The player must always be on his guard to time his moves properly.

- |         |       |
|---------|-------|
|         | K—Kt7 |
| 8 K—Kt6 | K—B6  |
| 9 Kt—B2 | KxKt  |

- 10 KxP and wins.

If on move 4, instead of K—B8, Black plays P—R4.

- 5 K—B5!

Here K—B6 would be a mistake, for 6 ... P—R5; 7 K—Kt5, K—B8 would draw.

- |         |      |
|---------|------|
|         | P—R5 |
| 6 K—Kt4 | K—B8 |
| 7 K—R3  |      |

This is the quickest win.

- |          |       |
|----------|-------|
|          | K—Kt8 |
| 8 Kt—Kt3 |       |

The Kt, having held the fort bravely all this time, is now satisfied to sacrifice himself for the cause.

- |                 |      |
|-----------------|------|
|                 | PxKt |
| 9 KxP and wins. |      |



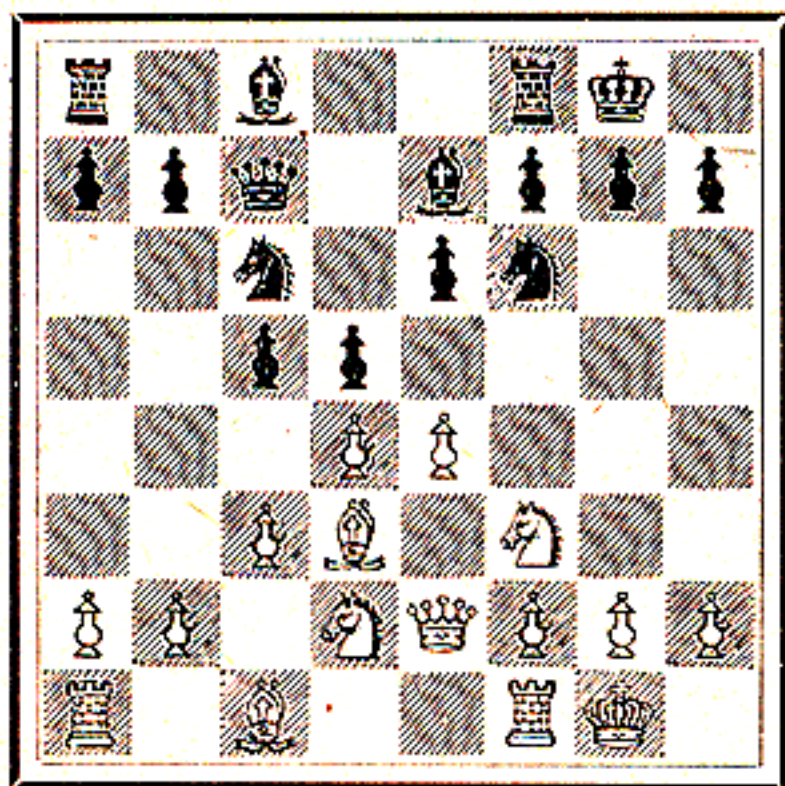
# ANALYTICAL COMMENT

By Fred Reinfeld

QUEEN'S PAWN GAME:  
COLLE SYSTEM

IN his encounter with Flohr at Berne, Dr. Alekhine (playing white) introduced a new move in this variation and obtained an excellent game. After the usual moves 1 P-Q4, P-Q4; 2 Kt-KB3, Kt-KB3; 3 P-K3, P-K3; 4 B-Q3, P-B4; 5 P-B3, Kt-B3; 6 QKt-Q2, Q-B2; 7 O-O, B-K2; 8 Q-K2, O-O; 9 P-K4 (this is the innovation; experience has shown that the customary procedure 9 PxP, BxP; 10 P-K4, B-Q3; 11 R-K, Kt-KKt5; 12 P-KR3, KKt-K4 gives black a satisfactory position) Flohr replied 9 ... PxKP? and after 10 KtxP, PxP; 11 KtxP, QKtxKt; 12 PxKt, KtxKt; 13 BxKt he found himself in difficulties. Hence I concluded that 9 P-K4 gave white the better game, but subsequent analysis of the position has led me to believe that this conclusion was erroneous, as the following variations show.

S. FLOHR



DR. A. ALEKHINE

*Position after White's 9th move*

The correct move was 9... PxQP! (see diagram) for if now 10 KtxP, P-K4 (equal game) or 10 BPxP, Kt-QKt5; 11

B-Kt, P-QKt3! (with advantage to black).

On 9 ... PxQP Tartakower gives 10 P-K5, Kt-Q2, 11 PxP with a superior game for white because of his powerful center (L'Echiquier, November). But black (after 9 ... PxQP; 10 P-K5) replies 10 ... Kt-KR4! and retains the better game in all variations:

I 10 ... Kt-KR4! 11 KtxP? Kt-B5 winning a Pawn.

II 10 ... Kt-KR4! 11 BxP ch? KxB; 12 Kt-Kt5 ch, BxKt; 13 QxKt ch, B-R3 and white has no compensation for his piece.

III 10 ... Kt-KR4! 11 Kt-Kt5!? Kt-B5; 12 BxP ch, K-R; 13 Q-Kt4, BxKt; 14 QxB, QxP; 15 QxQ, KtxQ; with a Pawn ahead.

IV 10 ... Kt-KR4! 11 PxP, Kt-B5; 12 Q-K3, KtxB; 13 QxKt, Kt-Kt5!

(A) 14 Q-Kt3 (14 Q-K2, P-QKt3! winning the exchange) P-QKt3; 15 R-Q, B-R3; 16 Kt-B, B-B5; 17 Q-B3, KtxP winning a Pawn.

(B) 14 Q-B3, QxQ; 15 PxQ, Kt-Q6! and white will have difficulties in view of his weak pawn position and his opponent's bishops.

In his notes to this game in the Berne Tournament Book, Dr. Alekhine recommends (in case of 9 ... BPxP) 10 P-K5, Kt-KR4; 11 Kt-Kt3 with the threat of 12 P-KKt4. But in point of fact this highly plausible manoeuvre can be met advantageously by the simple reply 11 ... PxP! For if 12 P-KKt4 (or 12 PxP, P-B4 and Black is a Pawn to the good with a satisfactory position) PxP! 13 QxP (forced) P-B3! 14 PxKt and White's K side is exposed, his development is backward, his Kt is attacked, P-K5, B-Q3 and B-B3 are threatened, and Black has already obtained three Pawns for his piece!

Should White play the seemingly dangerous 12 Kt-Kt5, Black replies P-KKt3 and the "attack" is at a standstill (for example 13 KtxRP? loses by PxP! 14 BxQKtP, Kt-B5 or 14 QxP, KxKt, winning easily in either event).



# WHAT'S THE ODDS?

By I. Kashdan

HE walked into the club and announced himself as Schachmeister Anderssen of Berlin. He was looking for a game of chess, preferably with the champion. The latter was hurriedly summoned. The fans all gathered around, thrilled at the prospect of this momentous encounter between such leading figures of the Old and New Worlds. True, no one could quite recall the name of Anderssen, except as a contemporary of our own Paul Morphy. But then who could keep track of the growing number of masters who are springing up in such profusion these days.

The players sat down, and the champion suggested that they choose for colors. "You take the white," says the "meister." Rather magnanimous, we thought. "You give me a rook odds, of course." This was a bit of a shock. Give a handicap of a rook to a full-fledged master, even if he were not in the first rank? It was unthinkable. But then the champ remembered. This was the famous Prof. Anderssen, whose proud boast it was that he had taken rook odds in all the leading capitals, and with equal success everywhere. He did occasionally lose a game, but it was always a battle, and he had never been beaten in the opening or early middle-game. In fact he never resigned before the fortieth or fiftieth move, if at all.

The game was to be something different from what the spectators had first anticipated, but there was still vast interest and considerable speculation as to the outcome. Chairs were drawn up in a close ring about the combatants. The battle

was about to begin. The champion moved first:

**The Champion**      **Prof. Anderssen**  
White                      Black

(Remove White's QR)

1 P—K4                      P—K3

The French Defense. So it is to be a close game. The Professor will take no chance of being drawn into an open fray, where the champion's combinative powers would tell. He will hold his ground, play slowly for exchanges, and win in the ending with his superior force. The prospects don't look too bright for our side, but there is no reason for discouragement yet.

2 P—Q4                      P—Q4  
3 P—K5                      P—QB4

Well played. Every exchange in the center will open lines for Black, and enable him to oppose the White pieces.

4 Q—Kt4

Very subtle. The champion explained later that he did not quite understand the significance of this move himself, so was sure the Professor wouldn't. It looks good, and has been played in similar positions.

PxP  
5 Kt—KB3                      Kt—KR3

Normally this would be bad because of BxKt, but considering the handicap, White does best to refuse all exchanges.

6 Q—R3                      B—K2  
7 B—Q3                      P—QKt3

A deep design, which is to "swap" the bishop by B-R3. The Professor is on the alert for such opportunities.

8 Q—Kt3                      Kt—B4

Defending the P, fully confident that White will never take the Kt. But the prospect of an entry on the K's wing is all too tempting, and the champion bites.

9 BxKt                      PxP  
10 QxP                      R—B  
11 KtxP                      B—R3

Consistently proceeding with his development, while White is frittering away



his time by pawn-grabbing. The Professor feels very secure just now.

12 KtxP

But he hadn't thought of this, and is a little annoyed. There is a concentration on the King side, with the possibility of B-R6 to come, which is not altogether pleasant. He decides to bring up the reserves.

Kt—Q2

The champion has a diabolic gleam in his eyes at this point. "I wish I didn't have my Queen," he remarks. "Nothing easier," retorts the Professor. "Take it off." The champ removes the obstreperous damsel, and plays Kt-Kt7 mate. But it won't do. The Professor is all hands, gesticulating wildly. There is an outburst in his native tongue, all to the effect that he didn't mean a word of it, it was all in jest, and the pieces must be replaced. He is right of course, and the Q and Kt go back to their places.

What is White to do? He wants to move his Q. But now he has given the plot away. If he tries 13 QxRP, Black will surely play Q-B2, avoiding the mate, and establishing numerous threats of his own. There must be some other way. Finally the idea comes.

13 B--Kt5!

If 13 ... BxB; 14 Kt-Q6ch, K-K2; 15 QxBch.

The Professor, already nervous after the strain of the previous incident cannot

see his way clear in the ensuing entanglements, and decides to play safe.

P—B3

If 14 PxP, KtxP, and all is well. Black is evidently relieved to discover this resource.

14 P—K6

Leaving the B in take. There must be a motive, but our distinguished visitor fails to discern it. After long and painstaking analysis, he captures.

PxB

15 Q—Kt6ch

"Now will you take the Q?" asks our hero. No sooner said than done. It is off with a vengeance.

PxQ

16 Kt-Kt7 mate.

Had an artist been present he would have had material for a dozen sketches in the changing expression on the Professor's countenance. First surprise, then anger, anguish, chagrin, and finally something akin to pleasure could be detected as he gathered in the full significance of the play. He didn't say a word, however, but got up and walked out with a stony and dignified mien. A fast boat left for Hamburg that night, and an unconfirmed rumor had it that the Professor was seen in a corner on the aft deck, with a pocket chess-board in his hands, which he was brooding over. At any rate, it was some time before he entered our festive halls again.

## HELPFUL HINTS

Continued from page 20

center after 1 P-K4, P-K4, which was often adopted by the older masters, is 2 P-KB4 (King's Gambit). After 2 ... PxP; 3 Kt-KB3, if Black tries to maintain his pawn by P-KKt4, he will get into some difficulties. However, if he proceeds calmly to get his pieces out (3 ... Kt-KB3!) White will have nothing to show for the pawn given up. If he does succeed

in regaining it, it will be at a cost in some other direction.

We have seen then that an attempt to seize the center on the second move leads to nothing. White will do best to prepare by first proceeding with his development. He can choose between 3 Kt-KB3, 3 Kt-QB3, and 3 B-B4. We shall discuss these next month, and attempt to show how all the regular openings are based on a desire to control the center squares with the least loss of time.



# CONTRACT BRIDGE

By George Reith

**B**EFORE continuing with the discussion of tactics, I wish to outline briefly the best method of valuing cards held, since these valuations necessarily provide the foundation upon which tactics are based. *As Opponents of the Declarer.*

Only high cards which promise to take tricks on the first two rounds of a suit or to some extent ruffing probability, may be counted when the contract is a nominated trump. These high card or quick trick values are as follows:

A K-2    A Q-1½    A or K Q-1    Kx-½

(Ruffing values must be estimated from the bidding of partner and opponents).

*As Declarer at a Trump Contract*

Two classes of values must be added together.

1. The trick-taking probability of high card combinations when protected by a mutually preferred trump suit, are:

AKQJ	=4	AQ	}	Kx	}	=½
AKQ	=3	AJ10	}	QJx	}	=½
AKJ	{	KQx	}			
AQJ	{					
AK		AJx	}	Qxx	}	=¼
AQ10	{	KJ10	}	J10x	}	=¼
KQJ	{					
		A	}			
		KJx	}			=1
		QJ10	}			

2. Any suit of four cards or longer has a potential establishment value which may be estimated as follows:

	4-card	5-card	6-card
In the selected trump suit	1	2	3
In any plain suit	½*	1	2

*As Responding Hand (partner of the Declarer).*

Three classes of values must be added together:

1. The trick-taking probabilities of

high card combinations are exactly the same as in Declarer's hand, except that the King or Queen of trump may be counted as one trick each and the Jack as one-half trick.

2. The establishment probabilities of long suits are as follows:

	4-card	5-card	6-card
The selected trump suit	½	1	2
Any plain suit	½*	1	2

3. Ability to make trump cards separately by ruffing short suits are:

	If holding in any plain suit			
	Void	Singleton	Doubleton	
With 3 trumps	2	1	½	} tricks
With 4 trumps	3	2	1	

(Limitation—The estimated trick-taking probabilities of trump, honor, long suit and ruffing values cannot exceed one less than the length of the trump suit).

*As either Declarer, Responding Hand or Opponent at a no-trump contract.*

The simpler playing conditions which exist require a different method of computing values: Short suits are liabilities which offset long suits and there are no ruffing values. The most accurate means of estimating trick-taking probabilities at no-trump is by assigning arbitrary figures to high cards to show their relative values. Thus, counting the Ace-6, King-4, Queen-3, Jack-2, Ten-1 it will be found that an average hand will add to 16 points and that about 38 points in the combined hands are likely to produce nine tricks. Using these figures as the base, it becomes possible to apply the no-trump point count to any bid, raise, takeout or rebid in which that declaration is under consideration, with remarkably accurate results. Thus, in the combined hands:

32 to 35 points produce	1 no-trump ( 7 tricks)
35 to 38    "    "	2 no-trump ( 8 tricks)
38 to 41    "    "	3 no-trump ( 9 tricks)
41 to 44    "    "	4 no-trump (10 tricks)
45 to 48    "    "	5 no-trump (11 tricks)
48 or more    "    "	6 no-trump (12 tricks)

\* If headed by an honor.

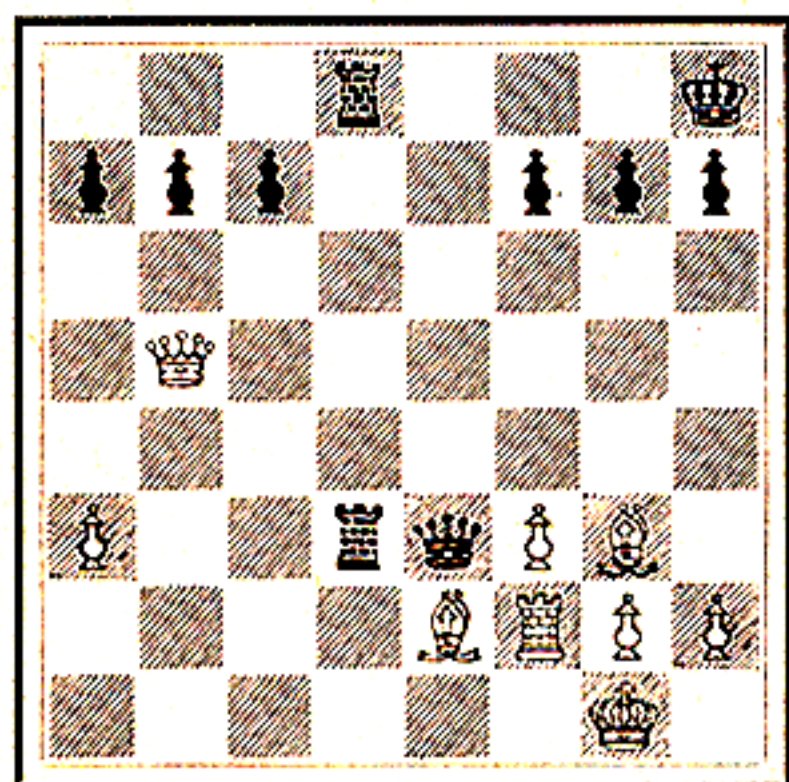


# MISTAKES OF THE MASTERS

By Lester W. Brand

BAD SLIAC, 1932.

OPOCENSKY



VIDMAR

*Black to play and win*

Black played 24 . . . , R-Q8ch? and had to be satisfied with a draw. The continuation was 25 B-B, R(Q)-Q6 (threatening RxBch and R-Q8 mate); 26 K-R, Q-K7; 27 K-Kt, Q-K6; these moves being repeated.

A neat win by 24 . . . , P-QB3! was missed. The attacked Queen must command either KB1 or Q1 when it retreats. Otherwise Black can play 25 . . . , R-Q8ch; 26 B-B, RxBch; 27 KxR, R-Q8 mate.

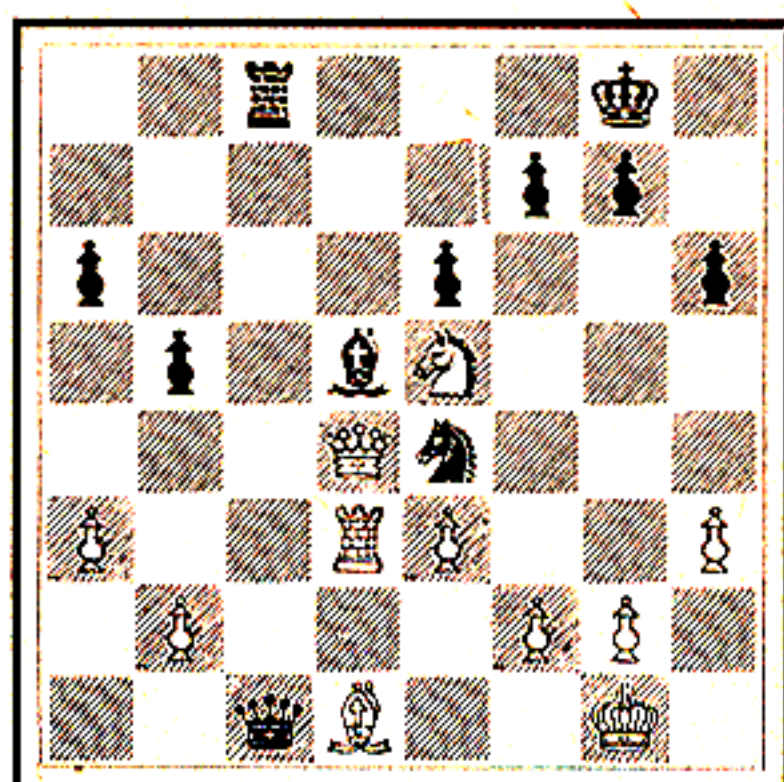
Two victorious variations are:

24 . . . , P-QB3; 25 Q-R4 or B4, P-QKt4; 26 Q-B2, R-B6 wins. If 25 Q-Kt then R-B6 wins.

24 . . . , P-QB3; 25 QxR, RxQ; 26 BxR, QxB. White is two pawns down and must lose.

BERNE, 1932.

DR. O. S. BERNSTEIN



F. GYGLI

Black played

P-B3?

This is good for a draw only. The win was attainable by 34 . . . , R-B7; 35 Q-R7 (35 P-B3, Kt-Q7; 36 Q-R7, QxBch; 37 K-R2, KtxPch); 35 . . . , RxBP (threatens QxKtP); 36 Q-Kt8ch, K-R2; 37 Kt-Q7, P-Kt3 and should win.

The game continued

35 Kt-Kt6	K-R2
36 Kt-K7	R-B5
37 Q-Kt6	Kt-Q7
38 RxKt	QxR
39 B-R5	R-B

Here White had a simple draw by 40 B-Kt6ch, K-R; 41 KtxR, Q-B8ch; 42 K-R2, QxKt. White actually played 40 KtxR, Black could now regain his piece by Q-B8ch, but instead he played for a win by

	Q-K8ch
41 K-R2	QxBP

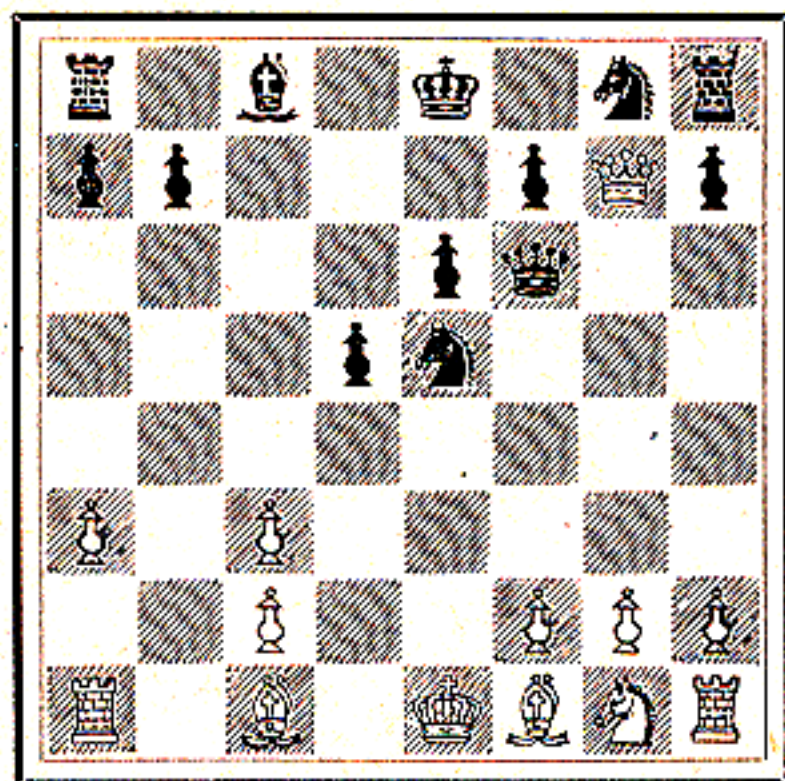
White still had to return the piece to prevent the mate.

42 B-Kt6ch	KxB
43 Kt-Q7ch	

followed by KtxB. The game was ultimately drawn after further vicissitudes. Black at one time did have a win, and at another might have lost.



LONDON, 1932.  
DR. TARTAKOWER



KASHDAN

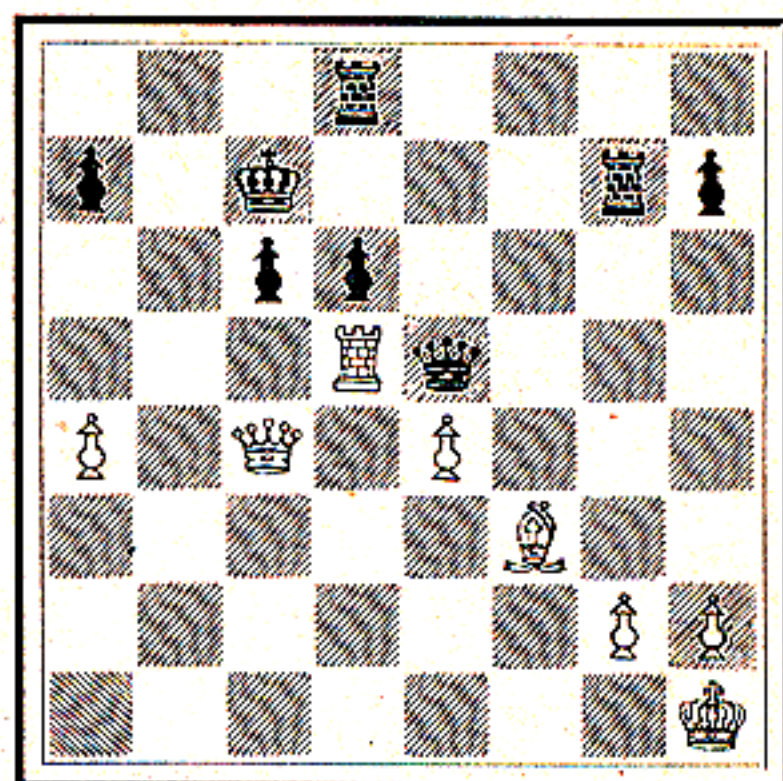
The actual play was:

10 QxQ?	KtxQ
11 Kt-B3!	KtxKtch
12 PxKt	

In spite of his excellent eleventh move, which permits the ruination of his pawn position to get his two bishops into early and combined action, Kashdan's line of play was good for no more than a draw.

Victory could have been achieved by 10 B-KR6!, winning the exchange. Black could not play 10 . . . , Kt-Kt5 because of mate in five by 11 Q-B8ch, K-Q2; 12 B-Kt5ch, K-B2; 13 Q-B5ch, K-Q; 14 Q-Q6ch, B-Q2; 15 QxB mate.

LONDON, 1932.  
MILNER-BARRY



WINTER

*Black to play and win*

Black played 32 . . . Q-R8ch? and after 33 R-Q, Q-K4 White claimed a draw. This was the third time this position had been reached, a detail which Milner-Barry either had overlooked or forgotten.

Alekhine, in the London Tournament Book, points out the following pretty win: 32 . . . , R-QKt; 33 P-Kt3, RxP; 34 PxR, QxKtP; 35 R-Q3, (forced because of the threats 35 . . . R-Kt7 and R-KKt as well as QxBch) R-Kt8ch; 36 B-Q, RxBch; 37 RxR, Q-B6ch; 38 K-R2, QxR; 39 Q-B7ch, K-Kt3; 40 QxKRP, QxP; etc.

White, of course, could have answered 32 . . . , R-QKt by 33 R-Q, but the good chess player prefers even electrocution to a lingering death.

## WHAT WAS THE OPENING?

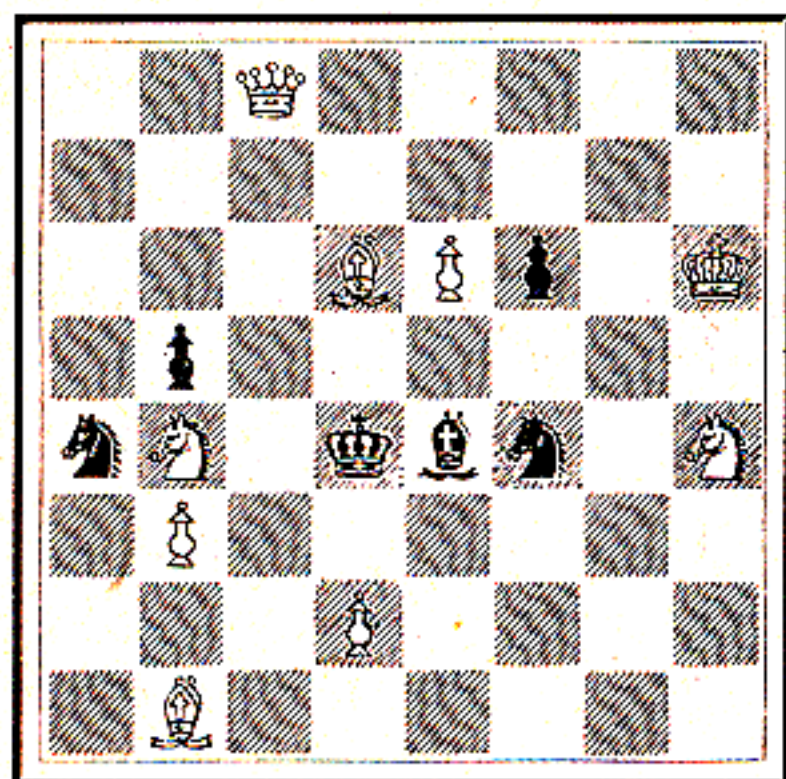
Hector Rosenfeld, the oldest member in continuous membership in the Manhattan Chess Club, who is well-known as a puzzle contributor to several publications under the nom de plume of HECTOR, has submitted the following appropriate Anagram on a chess topic. The words in the last line, printed in capitals in the verses below, will, when properly tran-

sposed, yield the answer to the caption above.

At an Austrian tournament of Masters last year,  
A sensational happening occurred;  
Though the tale be perhaps unauthentic, I fear,  
This was the story I heard:  
Once more the same opening he fiercely abhorred,  
And against which he vainly had fenced,  
Was sprung on a player, so upsetting the board,  
In a huff he QUIT BLED GAME INCENSED.

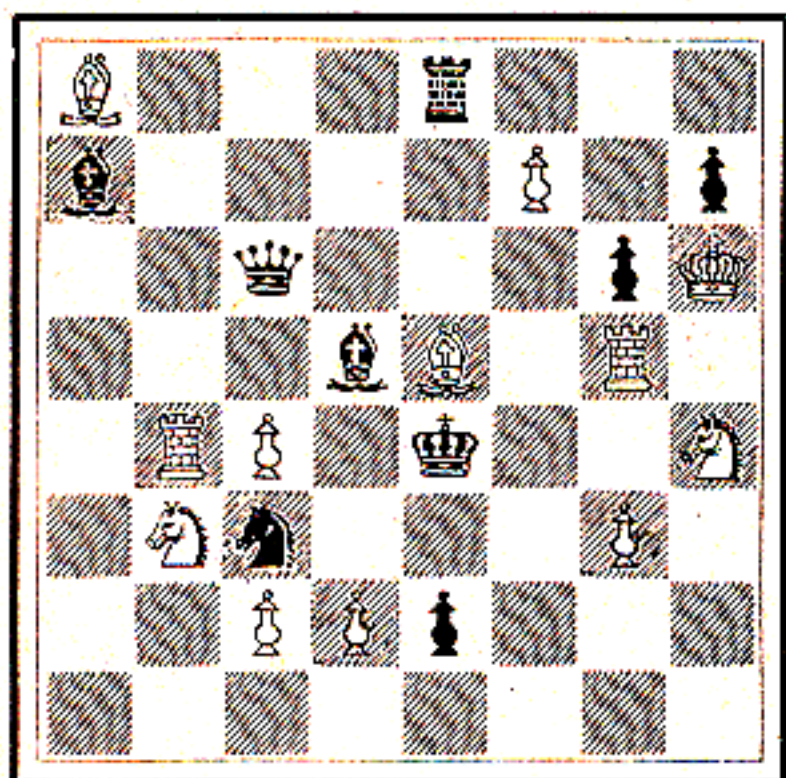


No. 13  
DR. P. G. KEENEY  
BELLEVUE, KY.  
(ORIGINAL)



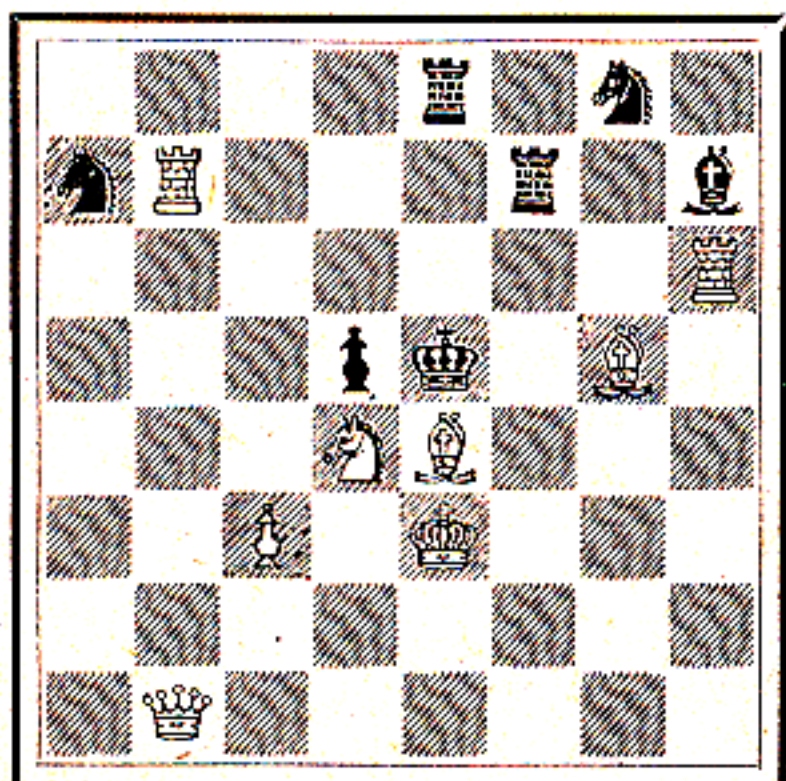
White mates in two moves

No. 14  
KENNETH S. HOWARD  
EAST ORANGE, N. J.  
(ORIGINAL)



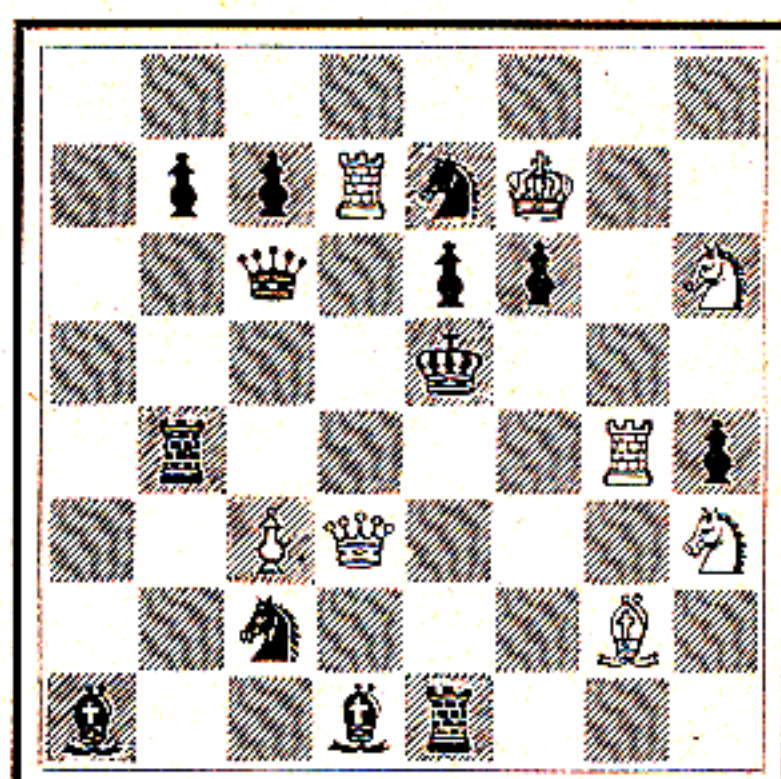
White mates in two moves

No. 15  
MEYER SCHLEIFER  
DENVER, COLO.  
(ORIGINAL)



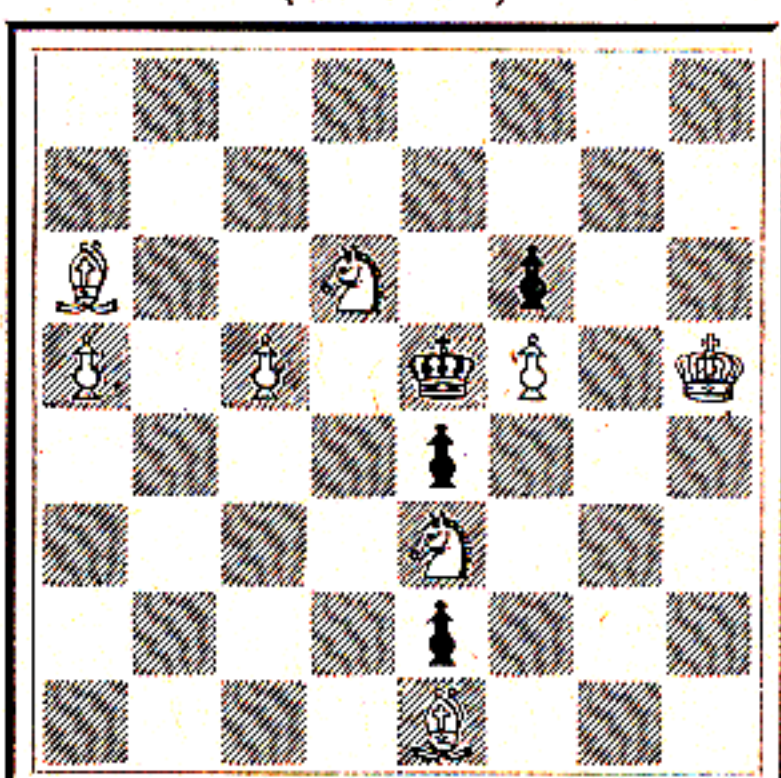
White mates in two moves

No. 16  
H. W. BETTMANN  
CINCINNATI, O.  
(ORIGINAL)



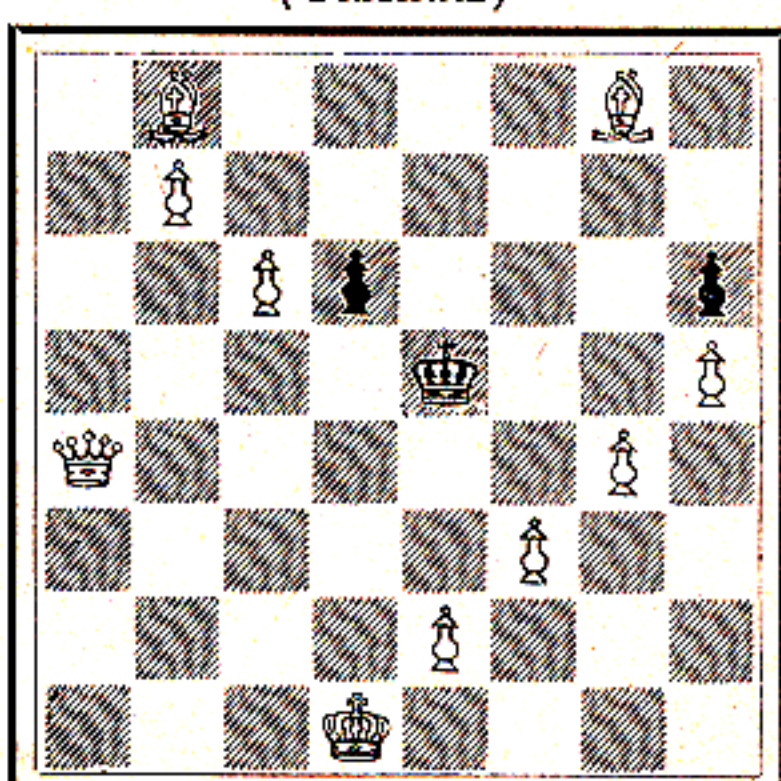
White mates in three moves

No. 17  
MAXWELL BUKOFZER  
BELLAIRE, L. I.  
(ORIGINAL)



White mates in three moves

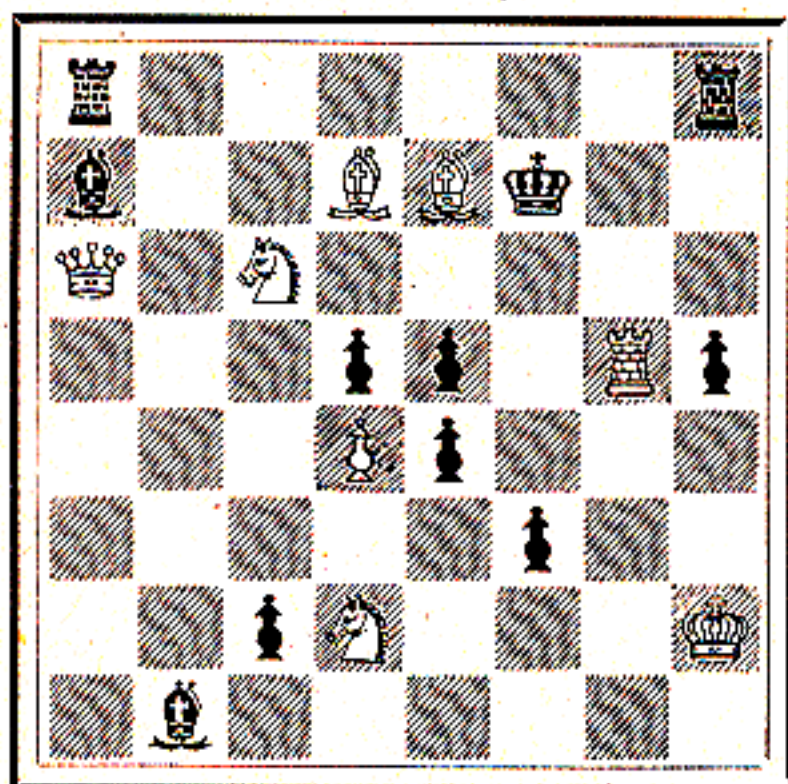
No. 18  
W. JACOBS  
NEW YORK CITY  
(ORIGINAL)



White mates in three moves

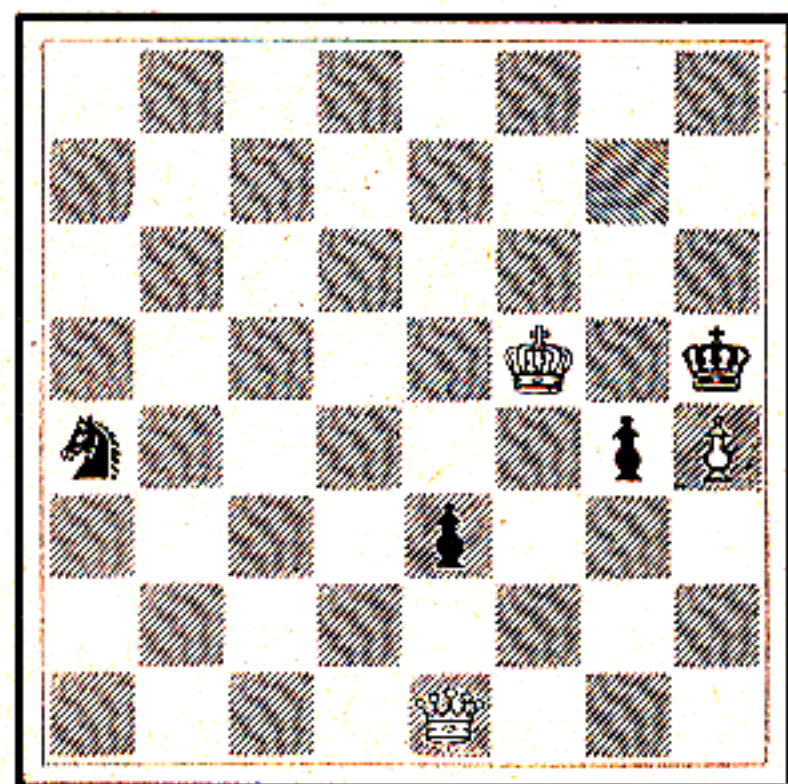


No. 19  
JOHANNES OHQUIST  
Hvittrask, Finland  
(ORIGINAL)



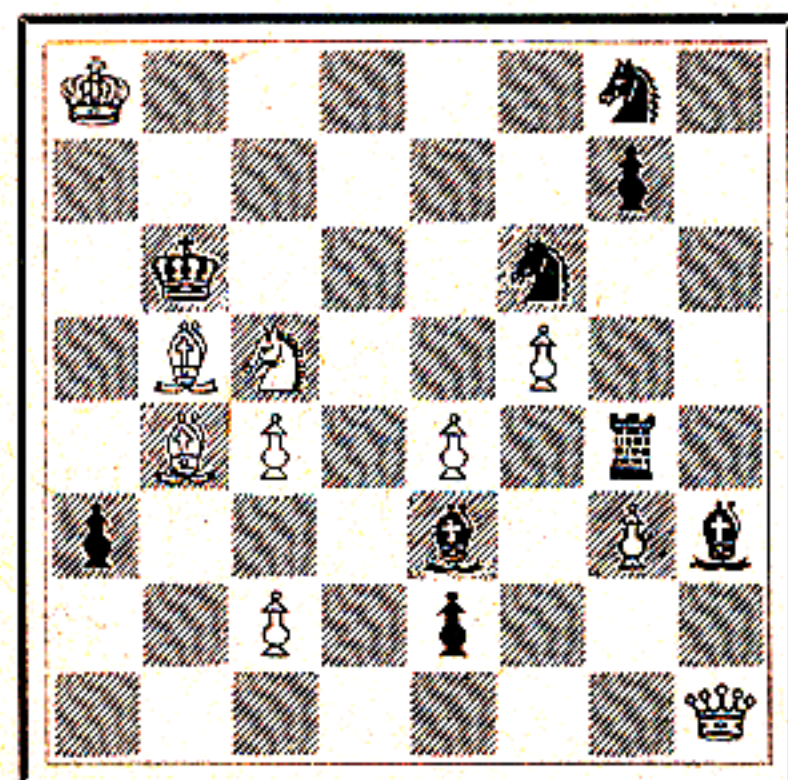
White mates in three moves

No. 20  
OTTO WURZBURG  
Grand Rapids, Mich.  
(ORIGINAL)



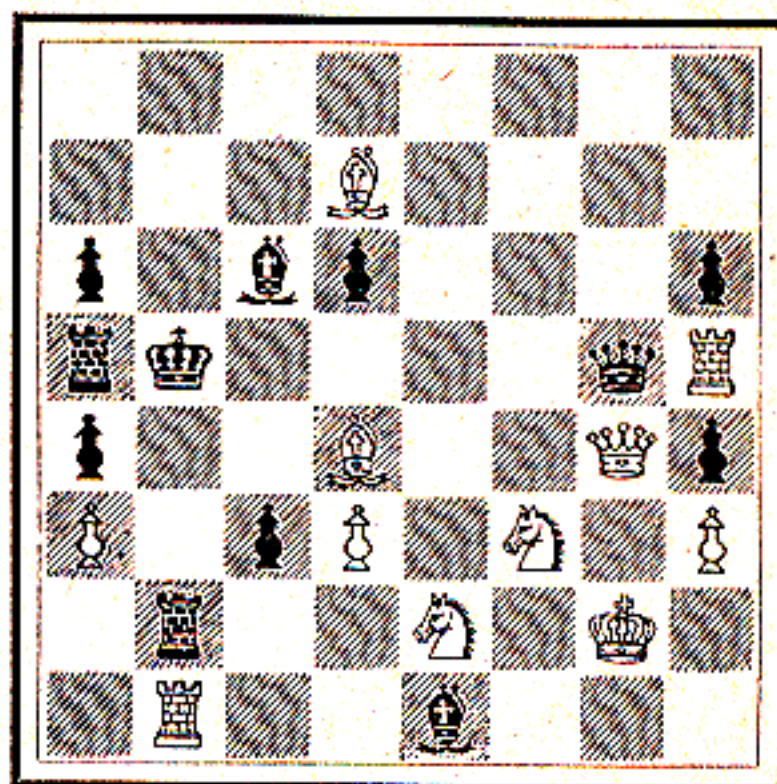
White mates in three moves

No. 21  
JOHANNES HANE  
DEDICATED TO A. C. WHITE  
(ORIGINAL)



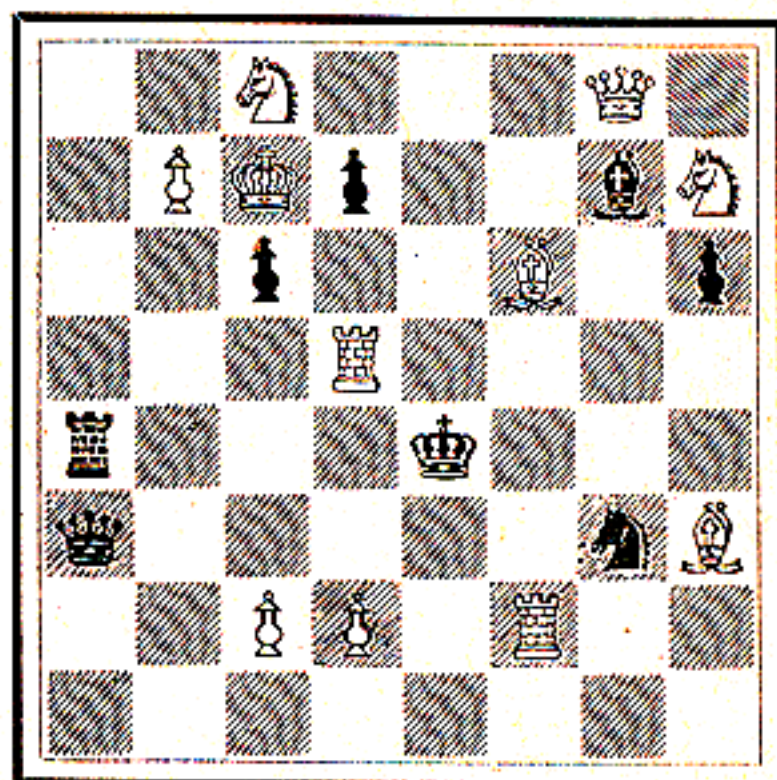
White mates in four moves

No. 22  
W. A. SHINKMAN  
1st PRIZE  
SOUTHERN TRADE GAZETTE, 1883



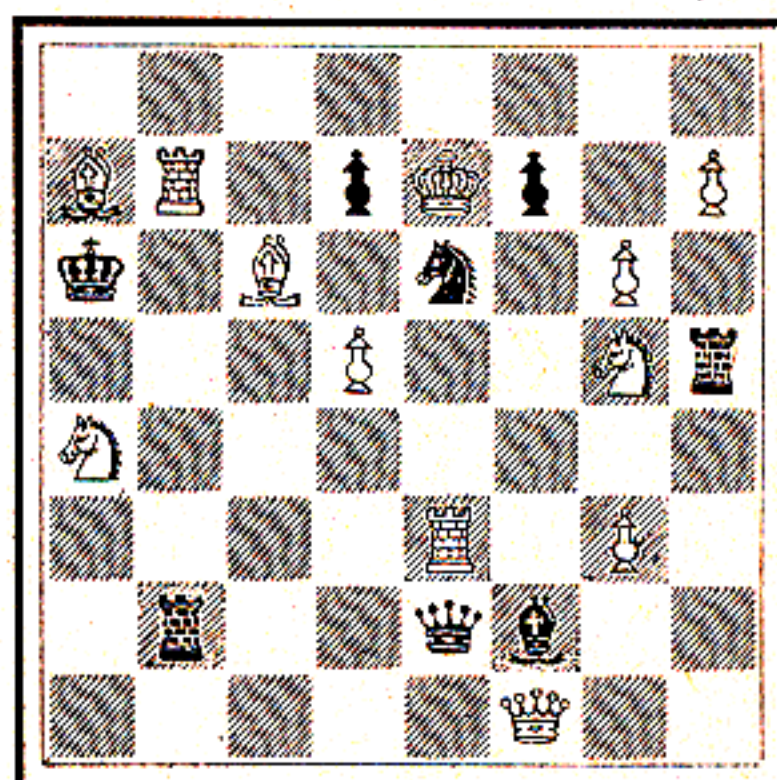
White mates in two moves

No. 23  
A. C. WHITE  
LITCHFIELD, CONN.  
BRITISH CHESS MAGAZINE, 1901



White mates in two moves

No. 24  
C. S. KIPPING  
1st PRIZE  
DUTCH EAST INDIAN CHESS ASS'N., 1928



White mates in three moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

By Otto Wurzburg

MR. KASHDAN has generously invited me to take charge of the problem pages in the Chess Review. We are agreed that we want a department designed to appeal to all problem lovers, composers, solvers and critics and we shall aim to realize this plan. We invite new and original work from our composers and hope to build up a strong band of solvers to master and enjoy the compositions submitted. There exists a very definite relationship between the composer, who propounds his problem, and the solver who expounds its contents.

The almost sole reward that is accorded the composer is the understanding and appreciation of the solver. The one strikes the note and the other detects and delights in its beauty and harmony.

We hope to submit to our readers each month original work and to quote the best of current contributions gleaned from strange lands and distant people.

Obviously we cannot now canvass the manifest possibilities open to a new publication but we can state the necessity of securing the cooperation and good wishes of our readers and potential contributors. We shall earnestly try to deserve this cooperation and to prove not unworthy of our stewardship.

## "The Chessmen Speak"

*(Chess Amateur Press, Stroud, England)*

The 1932 A. C. White Christmas series offering is a collection of 147 three-move problems by the English composer C. S. Kipping.

Mr. Kipping's first problem was published in 1907. In 1916 during the days

of the Great War he issued from the press the volume "300 Chess Problems." He has since been industriously prolific and today has nearly 2000 problems to his credit. In the preparation of his 1932 volume he has used excellent judgement. It is devoted entirely to three-movers, which are Kipping's forte. The three-mover has the elasticity that permits the development of nearly all the themes known in compositions. He has broken with the well known tenets of the English school—the value of the pure mate; the inherent objection to the dual and short mate; the stern demand for economy, and the fetish of accuracy. He is unconventional in a country where convention and tradition are so generally accepted. He is a new voice in old England and in his revolt has the support and company of several other English composers. Oddly enough Kipping is the Headmaster of a High School where conservatism in politics and social life would find a home, and yet from these walls we catch the voice of England's greatest radical in the art of chess composition.

We believe that to Mr. A. C. White is due much of the credit for Kipping's excursions into these new fields of thematic experiments. Mr. White also induced and encouraged our American D. J. Denmore to explore theme studies that so often resulted in fine and remarkable specimens of problem strategy.

No. 24 of our problems is selected from this new volume.

## Problem Tournaments

British Chess Federation—In Memo-



riam of B. G. Laws. 2 moves-Judges: B. de C. Andrade and Brian Harley. Self mates in 4- Judge: J. Keeble. Prizes in each section; 40/-, 30/-, 20/-. Problems must be sent to F. Douglas, 21 Sunbary Way, Hanworth, Middlesex, England, up to March 31, 1933.

Trollhattans Schacksallskop: 3 movers-Judges: J. Fridlitzius and H. Jonsson. Prizes: Kr. 100, 80, 60, 40 and 20. Problems may be sent up to April 1st to Mr. J. O. Aquist, Trollhattans, Sweden.

### Our Problems this Month

No. 13 is contributed by Dr. P. G. Keeney, who besides being a fine composer and a strong practical player is also chess editor of the Cincinnati Enquirer running a splendid column, having a large band of solvers and contributing composers. In No. 14 we find the veteran Kenneth S. Howard experimenting with a diagonal half pinning of pieces of diagonal movement. The main mate is a pretty unfolding. With No. 15 we welcome a new name from the Far West.

Dr. Bettman may always be depended upon for something unusual. His extraordinary powers of construction enable him to tame the most refractory idea. No. 16 is a surprising example of his skill.

Maxwell Bukofzer's No. 17 will be welcome to solvers as evidence that Maxwell's long absence from chess is ended. We have the good news too that he is to take charge of the problem department of the new Texas Chess Magazine.

No. 18 is a very pretty and original piece of work by a newcomer who we believe was brought to notice by Dr. Keeney in his Cincinnati column, and by G. P. Northrup in the Newark Evening News. Both these columns have done much to stir interest in problems, as well as chess in general.

No. 19 is from far away Finland. No. 21 is a four-mover received through the kindness of Mr. White. The solvers will find it not too difficult. There are some fine mates. No. 22 is a version of an

early prize winner by Mr. Shinkman. He has added an additional theme mate. The problem will remind us that the unpin mate so popular with present day composers is by no means new.

No. 23 sent us by a correspondent is a fine piece of bi-move strategy and for a two mover has considerable difficulty. No. 24 is a famous prize winner by Kipping.

### Our Solvers Contest

With the problems in our January issue we are beginning our Ladder Solution Contest. For every solution to two-movers 2 points will be credited. The Key move alone will be required. For every solution to three-movers 3 points will be credited. The Key move and white's reply to black's different defensive moves will be required. To problems in over three moves the same principle of scoring will be adopted. To the solver having the highest score in our April issue a prize will be awarded. This first award will cover the problems appearing in our January and February issue.

In the April number the winner's score will be cancelled and he will resume his place again at the bottom of the ladder. Every month following the leading solver will be declared a winner and will in turn resume his place at the bottom of the ladder.

The time allowed for solutions to reach the problem editor will be six weeks after publication. Thus the February problem solutions should reach the problem editor by March 16.

The plan of contest enables even the weakest solver to occasionally emerge a winner.

Solvers are invited to add their comments on problems published. We cannot promise to reproduce all of these in their entirety but they will help in arriving at the consensus of opinion regarding the problems published. Solvers will please bear in mind that the problems in our January issue are included in the solution contest here announced.



## CONTRACT BRIDGE

Continued from page 25

From these combinations it may be deduced that:

20 points (minimum) are required by a player to open the bidding with 1 no-trump when not vulnerable. (King above an average hand), and 24 points when vulnerable (2 Kings above average).

27 points to bid 2 no-trump

33 " " " 3 no-trump

and if his opening 1 no-trump bid has been raised to 2 no-trump by his partner, his hand must contain about 24 point count to safely carry on to 3 no-trump.

Also, it will be found that the Responding Hand may raise from 1 to 2 no-trump with 13 points (minimum) and from 1 to 3 no-trump with 17 or 18 points.

Implications of defined ranges of no-trump strength may be given by various take-outs of suit bids into no-trump and by heeding these implications, underbidding and more frequently overbidding, at no-trump contracts may be avoided, except of course when entered upon deliberately for sacrifice.

As the bidding progresses, a careful player will continually revalue his hand as a factor in whatever declaration has last

been named. Thus, he may become in turn apparently (a) an opponent of the declarer (b) the declarer himself or (c) the partner of the declarer, at either a trump or no-trump contract, and as he alternates in these potential positions, his cards become live factors and must be revalued with each change.

The hand which was given last month, South being the dealer, should be bid as follows:

	South	North
1—	1 ♥ (1)	1 ♠ (2)
2—	2 ♦	3 ♦ (3)
3—	4 ♦ (4)	5 ♦ (5)

notes:

(1) Bid the longer suit first.

(2) The One-over-One take-out, requiring a reply.

(3) North actually has two raises, but at a Minor suit, it is preferable to reserve one raise to enable the declarer to play at 3 no-trump if he prefers.

(4) Close choice between 3 no-trump and continuing the diamonds. The latter should be preferred because of suit pattern, doubtful club stopper and insufficient point count.

(5) North may now give his reserved raise.

## NEWS OF THE MONTH

Continued from page 3

According to the Western Chess Magazine, plans are being formulated for sectional tournaments to be held in all parts of the country. These are to be under the auspices of the National Chess Federation, the Western Chess Association, and the Texas Chess Association.

The winners are to be brought together in Chicago some time in July. It is hoped that representatives will also be present from Canada, Mexico and Cuba. The plans are rather vague at the moment, but more details are promised for next month.

\* \* \*

The Correspondence Chess League of America elected a new set of officers, the

members voting by mail. Z. Leslie Hoover, who has for years guided the destiny of the League, being in turn President, Secretary and Tournament Director, asked to be relieved of some of his arduous duties, but he is remaining on the staff as Treasurer. William J. Bryan of Union City, N. J., is the new President, and Walter Frere of Allentown, N. J. and E. C. Ranson of Claremont, N. H. are the Vice Presidents. The voting was fairly close for the post of Secretary, these having been from several parts of the country. Walter F. James, 2512 First Ave. Minneapolis, Minn., was successful. The League is planning a number of tournaments to be started shortly, and is anticipating an active year.



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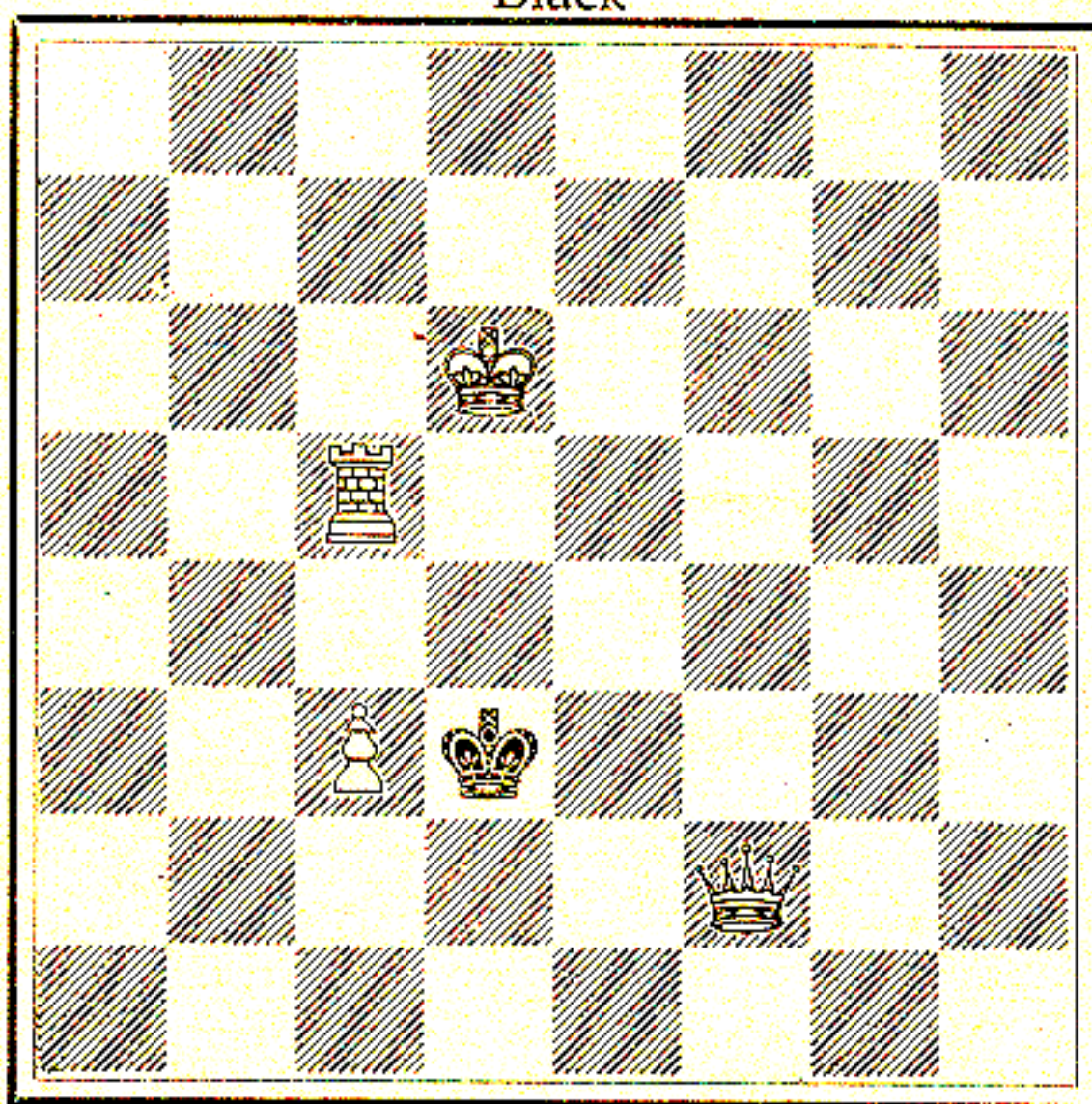
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# *The* CHESS REVIEW

By FRANK HEALEY

Black



White

WHITE MATES IN THREE MOVES

E D I T E D B Y I . K A S H D A N

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WHO'S WHO IN CHESS	— — — — —	I. KASHDAN
CONTRACT BRIDGE	— — — — —	GEORGE REITH

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## NEWS OF THE MONTH

A TOURNAMENT is proposed to select the team to represent the United States in the competition for the Hamilton-Russell Cup in England this summer. The idea is for the eight or ten eligibles to compete, the winners to share a fund to be raised for travelling expenses. Frank J. Marshall and I. Kashdan will not have to qualify, the three leaders in the tournament taking the remaining places. Harold M. Phillips, President of the Intercollegiate Chess League, will underwrite \$200 of the expense fund, which is a very promising start.

The tournament will probably be held in late April. Among the contestants will be Arthur W. Dake, Reuben Fine, I. A. Horowitz, Fred Reinfeld and Robert Willman, and other possibilities are Herman Steiner, now in Los Angeles, and Sam Reshevsky of Chicago.

\* \* \*

Abraham Kupchik is champion of the Manhattan Chess Club by virtue of his victory over Robert Willman in their match by a score of 2 to 1, and 3 draws. They tied for first in the regular tournament, necessitating the play-off. Willman won the second game, and needed only a draw in the third to win the match. This he had, but he made a slip at the last moment, enabling Kupchik to tie the match. After two further draws, Kupchik won the sixth game, giving him the needed two victories.

\* \* \*

The Charles Jaffe Jubilee Concert, in honor of his fiftieth birthday, will be held in the City College Auditorium, 23rd St. and Lexington Ave., New York City on Saturday evening, March 18. Quite a distinguished array of talent will be gathered there. Max Rosen, the well-known violinist, will perform, and Tamara,

star of Roxy's show, will sing as part of an interesting musical program. The chess event will be a game with living pieces on the stage of the auditorium. Jaffe will be opposed by I. Kashdan in a rapid transit contest, which promises to produce lots of hilarity.

\* \* \*

On February 4 a team of ten Philadelphians beat Boston in a match conducted over a private telephone wire. The score was  $5\frac{1}{2}$ - $4\frac{1}{2}$ , and every game was as hotly contested as the closeness of the final figures would indicate. An upset was the defeat of S. T. Sharp, Pennsylvania champion on the top board. The score follows:

Philadelphia		Boston	
S. T. Sharp	..... 0	C. S. Jacobs	..... 1
W. A. Ruth	..... 1	A. Sandberg	..... 0
S. Drasin	..... 1	A. Sussman	..... 0
B. F. Winkelman	1	F. J. Keller	..... 0
D. G. Weiner	... 0	D. H. Murgridge	1
H. Morris	..... 1	H. Stark	..... 0
J. Levin	..... 0	H. Morton	..... 1
A. Regen	..... $\frac{1}{2}$	F. Chevalier	..... $\frac{1}{2}$
F. L. Beucler	.... $\frac{1}{2}$	S. D. Putzman	.. $\frac{1}{2}$
J. Gordon	..... $\frac{1}{2}$	H. B. Laly	..... $\frac{1}{2}$
	<u><math>5\frac{1}{2}</math></u>		<u><math>4\frac{1}{2}</math></u>

\* \* \*

The Illinois State Chess Association is preparing for an active year. Its plan is to bring players of the different towns together, and knit them into a closer organization. The big events will be the various Congresses which will be part of the Chicago World Fair this summer. The Association recently elected a set of energetic officers. The President is Charles H. Leech of the Oak Park Chess Club; first Vice President, Dr. L. E. Pearson of the Irving Park Y Chess Club; second Vice President, H. E. Redding of the Oak Park Chess Club, and the Secretary-Treasurer, to whom all inquiries should be addressed, is N. J. L. Pontenstein of the Springfield, Ill., Chess Club, located in the Y. M. C. A. there.

\* \* \*



The Metropolitan Chess League of New York is approaching the half-way mark. So far the three favorites are still undefeated, but have yet to play each other. The scores are:

Manhattan . . . .	4-0	West Side . . . .	1-2
Marshall . . . . .	4-0	Queens . . . . .	1-3
Empire City . . . .	4-0	Scandinavian . .	1-3
City College . . . .	3-1	New York Univ. .	0-3
Hungarian . . . . .	2-1	Caissa . . . . .	0-3
International . . . .	2-2	Columbia . . . . .	0-4

\* \* \*

The standing of the teams in the Boston Metropolitan League as of February 18 was:

Club	Matches	Games
Cosmopolitan . . . .	8½-½	38-16
Harvard Sq. . . . .	7-3	41-19
Boston City . . . . .	6½-1½	34½-13½
Boylston . . . . .	4½-5½	32-28
Bay State . . . . .	3½-5½	19-35
Lynn Chess . . . . .	1-8	12-37
Wells Mem'l. . . . .	0-9	10½-43½

\* \* \*

At the annual meeting of the Massachusetts State Chess Association, held at the Boston City Club, February 22, George Sturgis was elected president and Harold Morton vice-president. With fourteen members playing the first round in the major tourney, seven others in a minor tourney, a problem solving contest and a rapid transit knock-out, Boston chess fans certainly had a busy holiday. Godfrey L. Cabot was made an Honorary president.

\* \* \*

After the Hastings Tournament, Lajos Steiner, the Hungarian master left for Belgium, where he participated in a small tournament at Antwerp. This he won with a good score, 4½-½. Koltanowsky, Editor of the *Chess World* was second with 4-1, and I. Shernetzky third, 3-2.

\* \* \*

Isaias Pleci of Buenos Aires is champion of Argentina. He had a big margin of victory over R. Grau in the championship tournament last December.

\* \* \*

M. Botwinnik is champion of Russia by virtue of his splendid victory in a tournament in Leningrad last month. Following are the leading scores:

M. Botwinnik . . . . .	10-1
V. Alatorzeff . . . . .	7½-3½
A. J. Iljin-Genewsky . . . . .	6-5
Savitzky . . . . .	6-5
Tchechover . . . . .	6-5

Botwinnik is only 25 years old, and has already played some fine chess. Chess teaching is a recognized profession in Russia, where the game is wide-spread. Unfortunately there is no direct contact between the Russians and other European masters, so we have no real line on their strength.

\* \* \*

We have received the first two copies of the *Revista Mexicana de Ajedrez* a new monthly published in Mexico City. It was started in January, so dates with the *Chess Review*. It is very nicely gotten up, with some good wood-cuts and photos. Capt. J. J. Araiza, champion of Mexico, contributes an interesting article and game annotations.

It is remarkable, and encouraging to lovers of the game, that so many new chess periodicals are springing up. The *Texas Chess Magazine*, published in Dallas, and the *Chess World*, published in Antwerp, Belgium, but in the English language, are recent products which have already made their mark. *Xadrez Brasileiro*, in Rio de Janeiro, Brazil, is not quite a year old. There are now eight chess monthlies in North and South America. The *American Chess Bulletin* will soon complete thirty years of uninterrupted activity in New York, and the *Chess Reporter* in Los Angeles takes care of Pacific chess doings. Argentina has two magazines, *El Ajedrez Americano*, very elaborate and complete, and *Jaque-Mate*, published by the chess club in Buenos Aires with the same name.



# KING WANDERINGS

By Irving Chernev

ONE of the most interesting ideas in chess is that of the King "taking a walk" as Nimzovitch puts it, when most of the pieces are still on the board. We propose to illustrate this theme by giving some of the most unusual settings derived from Master play.

An early game in which the white King undertakes a trip alone amid dangerous surroundings.

Vienna 1872

**Hamppe**

White

- 1 P—K4
- 2 Kt—QB3
- 3 Kt—R4
- 4 KxB
- 5 K—K3
- 6 K—Q3
- 7 K—B3
- 8 K—Kt3
- 9 P—QR3
- 10 KxQ
- 11 K—Kt4
- 12 KxKt

Threatens mate in 2.

- 13 B—Kt5ch
- 14 B—B6
- 15 K—Kt5
- 16 KxKt
- 17 K—Kt5!

If 17 KxB, K-Q2; 18 Q-Kt4ch, K-Q3 and mate by the King Rook cannot be stopped.

B—R3ch

18 K—B6

If 18 K-R4, B-B5 followed by mate.

B—Kt2ch

Drawn

In the following game Morphy varies from the usual routine of bringing his pieces up to mate the opposing King. In-

stead he brings his opponent's King down so that he can administer the finishing stroke by an unusual manœuver.

New Orleans 1858

**Morphy**

White

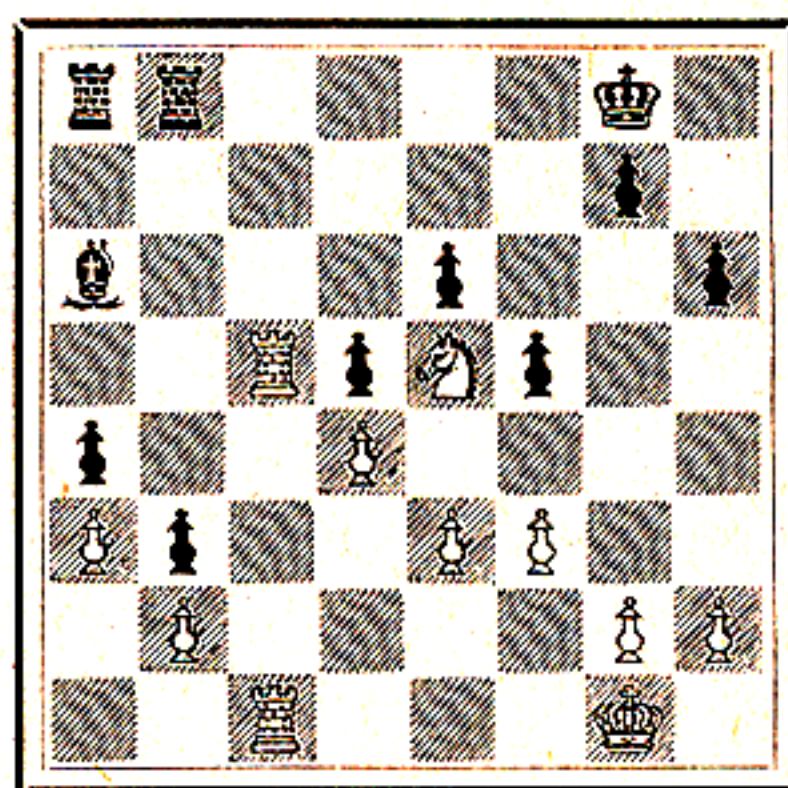
**Amateur**

Black

(Remove White's QR)

- |            |        |
|------------|--------|
| 1 P—K4     | P—K4   |
| 2 Kt—KB3   | Kt—QB3 |
| 3 B—B4     | Kt—B3  |
| 4 Kt—Kt5   | P—Q4   |
| 5 PxP      | KtxP   |
| 6 KtxBP    | KxKt   |
| 7 Q—B3ch   | K—K3   |
| 8 Kt—B3    | Kt—Q5  |
| 9 BxKtch   | K—Q3   |
| 10 Q—B7    | B—K3   |
| 11 BxB     | KtxB   |
| 12 Kt—K4ch | K—Q4   |
| 13 P—B4ch  | KxKt   |
| 14 QxKt    | Q—Q5   |
| 15 Q—Kt4ch | K—Q6   |
| 16 Q—K2ch  | K—B7   |
| 17 P—Q3ch  | KxB    |
| 18 O—O     | mate.  |

Coming to more recent times, the following position occurred in the London Tournament of 1922.



**Alekhine**

White

**Yates**

Black

- |             |          |
|-------------|----------|
| 24 K—B2     | K—R2     |
| 25 P—R4     | R—KB     |
| 26 K—Kt3    | R(B)—QKt |
| 27 R—B7     | B—Kt4    |
| 28 R(B)—B5  | B—R3     |
| 29 R(B5)—B6 | R—K      |

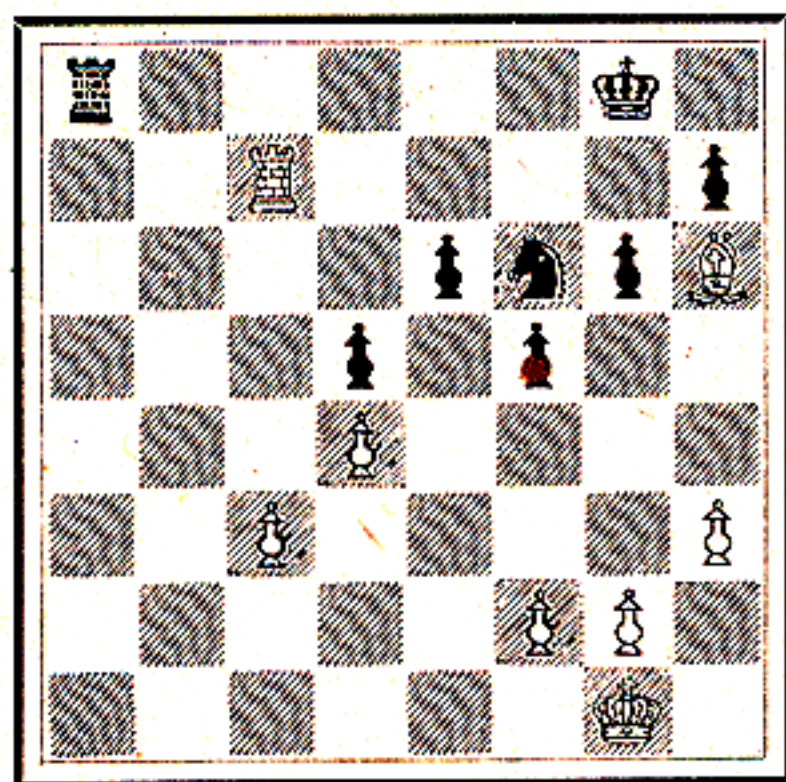


30 K—B4	K—Kt
31 P—R5	B—B8
32 P—Kt3	B—R3
33 R—B7	K—R2
34 R(B6)—B7	R—KKt
35 Kt—Q7	K—R
36 Kt—B6	R(Kt)—KB
37 R×P	R×Kt
38 K—K5	Resigns.

Mate in two follows if either R goes to KB.

White's play in the above deserves an exclamation point at every move.

That Tarrasch was still a Grandmaster at 60 is shown in the following, played against Richard Reti at Vienna in 1922.



Tarrasch concludes with a magnificent conception.

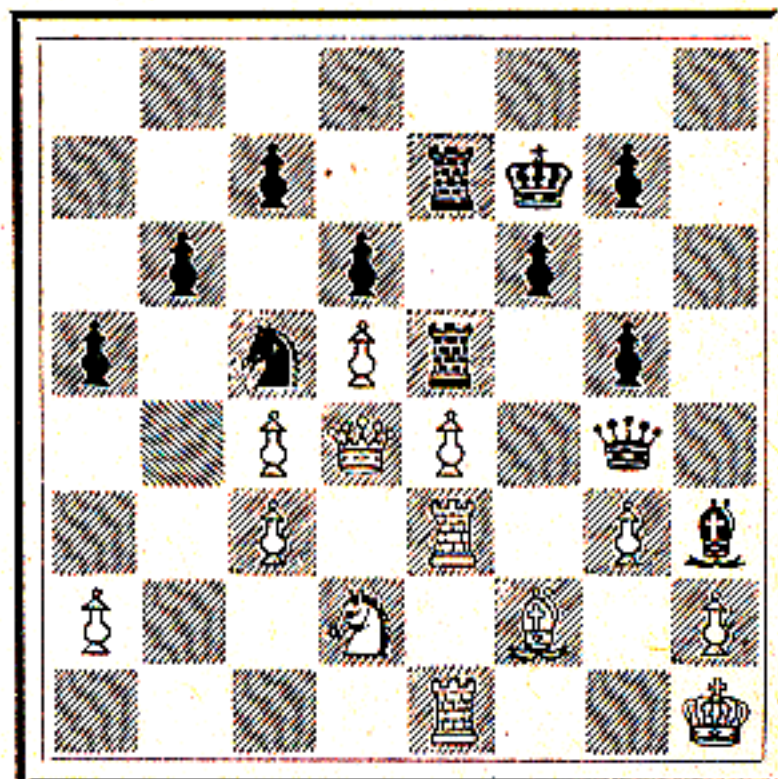
<b>Tarrasch</b>	<b>Reti</b>
White	Black
31 R—Kt7ch	K—R
32 R—K7	K—Kt
33 P—B3	Kt—K

If instead R—K, 34 R—Kt7ch, K—R; 35 R—KB7, Kt—R4; 36 P—Kt4, K—Kt; 37 R—R7, Kt—B3; 38 R—Kt7ch K—R, 39 R—KB7 wins. In this variation if 36 ... Kt—Kt6; 37 K—B2, Kt—R8ch; 38 K—Kt2 wins.

34 K—R2	Kt—Q3
35 R—Kt7ch	K—R
36 R—Q7	Kt—Kt4
37 K—Kt3	KtxBP
38 K—B4	Kt—Kt4
39 K—K5	R—K
40 K—B6	K—Kt
41 R—Kt7ch	K—R
42 R—Kt7	Kt—Q3
43 R—Q7	Kt—Kt4

44 K—B7	R—KKt
45 R—Q8!	Resigns.

Our next example is still more recent. It was won by Alekhine against a strong consulting team, one of three such teams against which he was pitted.



<b>Kevitz &amp; Pinkus</b>	<b>Alekhine</b>
White	Black
	K—K

The King starts on a tour to QR3 where he will not be annoyed. White is in "Zugzwang" and must wait while Black prepares the final attack.

34 B—Kt	K—Q
35 B—B2	K—B
36 B—Kt	Q—R4
37 B—B2	B—Kt5
38 K—Kt2	Q—R6ch
39 K—R	P—R5
40 B—Kt	K—Kt2
41 B—B2	P—Kt3
42 B—Kt	K—R3
43 B—B2	P—B4
44 P×P	P×P
45 R×R	P×R
46 Q—K3	

Not 46 R×P, R×R; 47 Q×R, B—B6ch; 48 KtxB, QB8ch, 49 Kt—Kt, Kt—Q6! This variation was the cause of the King's trip to R3 as it would not do to allow a check.

	P—K5
47 P—Q6	

White sacrifices this pawn to prevent the Kt from moving, as QxKtP mate would follow.

	P×P
48 B—Kt	P—B5
49 Resigns.	

49 P×P, B—B6ch; 50 KtxB, P×Kt, Q—B2, R×R would be decidedly unpleasant.



# GAME STUDIES

*Played in a match in Stockholm recently, which Spielmann won by four to one, and one draw.*

**R. Spielmann**

White

1 P—Q4

2 Kt—KB3

**G. Stoltz**

Black

P—Q4

P—QB4

This makes it a reverse Q's Gambit. It is quite sound, but Black being a move behind, it requires careful play.

3 P—K3

Adopting a slow development. After the next move, it amounts to White playing the Nimzovitch Defense. The Masters often adopt such waiting tactics in the openings to avoid the routine moves, which generally only lead to exchange of pieces. If 3 PxP, P-K3 or Kt-KB3 with an even game. White's most aggressive line is 3 P-B4, though Black has several methods of obtaining equality.

4 P—QKt3

5 B—Kt2

P—K3

Kt—KB3

QKt—Q2

Since Black has assumed the role of first player in this opening, he would do better to play Kt-B3, followed by B-Q3 and Q-B2 or K2, and try for P-K4. White could counter with Kt-K5 and P-KB4, leading to interesting positions.

6 B—Q3

7 O—O

8 QKt—Q2

9 PxP

P—QKt3

B—Kt2

B—K2

To open the line for his QB. But it to some extent loses command of the center. 9 Kt-K5 seems preferable.

BxP

The best way to recapture. If KtxP, 10 B-Kt5ch, QKt-Q2; 11 Kt-K5, O-O; 12 Kt-B6 exchanging one of the bishops for the knight, always an advantage in the opening. If 9 ... PxP; 10 P-B4. Black's QBP will be weak.

10 Q—K2

11 P—K4

O—O

Necessary, as Black is threatening Kt-K5, which would cramp White's game.

R—K?

To allow the advance of the KP showed poor judgment. After this, it is White who obtains the freer game, and all the attacking chances. The exchange by 11 ... PxP; 12 KtxP, KtxKt; 13 BxKt, BxB; 14 QxB, followed by Kt-B3 or Q-K2 was in order.

12 P—K5!

Kt—R4

He later has to produce weaknesses to protect this knight, which should have been foreseen on the previous move.

13 P—Kt3

To prevent Kt-B5. The Kt at R4 will have to look for a new home.

P—Kt3

14 Kt—Q4

Preparing for the advance of the K side pawns, and also for an entrance via QKt5, which soon takes place.

R—QB

If P-QR3; 15 P-QR4, and Black is tied to the defense of his QRP.

15 P—KB4

B—B

To make room for Kt-B4, with the idea of either exchanging the bishop at Q3 or playing Kt-K5 if the opportunity offers.

16 Kt—Kt5

17 Kt—Q6!

P—QR3

Well played. True, the pawn at Q6 will be unsupported, but White by this move opens the long diagonal for attack with queen and bishop, an attack which soon proves successful.

BxKt

18 PxB

Kt—B4

This allows the immediate entrance of the queen. A little better was P-QKt4. White would play 19 B-Q4 to prevent Q-Kt3ch, and then continue with P-KKt4, Kt-B3 or P-QR4, depending on circumstances.

19 P—KKt4

20 Q—K5

21 Q—Q4

Kt—B3

QKt—Q2

Now the threat is P-Kt5, forcing Black's move.

P—K4

22 PxP

KtxKP

If RxKP; 23 Kt-B3, R-K3; 24 P-Kt5 wins the knight, which obviously cannot move.

23 RxKt!

An unexpected stroke. The neglected "weak" pawn at Q6 furnishes the finishing touch to this combination, which wins two knights for the rook.



24 P—Q7	QxR
25 QxQ	KtxQP
26 BxKt	KtxQ

The ending is now fairly easily won, particularly as the black king is kept out of the game.

27 P—Kt5	R—B3
28 P—KR4	P—R3
29 Kt—B3	B—B
30 Kt—Q4	P—KR4
31 K—B2	R—B2
32 P—R4	B—Kt2
33 Kt—B3	K—B
34 B—K5	B—B
35 B—Q4	R—Q2
36 K—Kt3	R—K3
37 K—B4	K—Kt
	R—K5ch

Very clever, and almost regains his lost material. But White has a sufficient reply in mind.

38 BxR	PxB
39 R—K!	

Of course not 39 KxP, when B-Kt2ch; K moves, BxKt regains the piece. Now PxKt leads to mate, and White remains a full piece ahead.

40 BxP	P—B4
	R—Q3

If PxKt, 41 R-K8ch wins the bishop.

41 B—B2	Resigns.
---------	----------

\* \* \*

*Played in a tournament at Dobbs Ferry in 1897. A good example of the style of Mr. Phillips, the subject of our "Who's Who" this month. He was 23 years old at the time.*

## H. M. Phillips      Major Hanham

White	Black
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	Kt—Q2

This was a favorite defense of Major Hanham. He played it so often that this and the following moves have come to be known as the Hanham Defense. Black gets a constricted game, which requires considerable patience to handle. His plan is to support the K4 pawn, thus holding the center. White has more freedom, but will have difficulty in breaking through.

4 B—QB4	P—QB3
---------	-------

This is no opening for the careless, or routine player. Black could easily have gone wrong here. If 4 ... KKt-B3, 5 Kt-Kt5 wins. And if 4 ... B-K2, which looks quite plausible, 5 PxP, KtxP (if PxP, 6 Q-Q5! is even worse); 6 KtxKt, PxKt; 7 Q-R5 wins a pawn. The move made, P-QB3 is necessary to prevent a white piece ever playing to Q5, and also to prepare Q-B2, which supports the center pawns. Black's QP is left backward, but it is hard to get at.

5 B—Kt3

To delay Black's intended advance by P-QKt4 and P-QR4. But 5 P-QR4 would have served the purpose better, completely preventing this counter-chance.

B—K2

6 B—K3

If now 6 PxP, PxP and White has nothing.

KKt—B3

7 Kt—B3

O—O

8 Q—Q3

Here again P-QR4 was correct. After that, Black would have no good way to advance, and would have to wait for White's attack to develop. Now he can make some demonstration on the Q's wing.

9 Kt—K2	P—QKt4
10 O—O	P—QR3
	P—B4

Well played. The threat of winning a piece will force White to block the useful diagonal of his bishop.

11 PxBP	PxP
12 P—B4	P—Kt5

The game is now equalized through the balance in the center. The struggle will now be for possession of the open file, and each side will try to place a knight in one of the advanced squares.

13 KR—Q	Q—B2
14 Kt—Kt3	Kt—Kt3
15 Q—K2	P—QR4
16 B—B2	P—R5

These pawns are not as dangerous as they look. There is no way for Black to force an opening. However, the pawns serve to keep the White pieces back, and Black has more mobility on that side. White's prospects are on the K side, as he soon demonstrates.

17 P—Kt3

But this is unnecessary. White should not have touched this side, but played as he did later, Kt-R4, or even Kt-B5 at once.

P—R6



A grave positional error. Having the stronger pawn formation, it is to Black's interest to open lines, which he could have accomplished by the exchange of pawns. The position resulting would have been an interesting struggle with Black's chances on one wing and White's on the other. But with P-R6 Black has given up all his prospects, and is soon forced to defensive measures.

18 Kt—R4	P—Kt3
19 B—R6	R—K
20 P—R3	

To prevent the attack of the bishop at R6 by Kt-Kt5. This bishop becomes very annoying later, and Black has to weaken his position to exchange it.

Kt—Kt5

To relieve the position by an exchange of knights.

21 PxKt	BxKt
22 Kt—B	R—K3
23 P—Kt5	

Black threatened P-Kt4 to attack the bishop. Now the black bishop is in danger.

	P—B3
24 Q—Q2	BxKtP
25 BxB	PxB
26 QxKKtP	B—Q2
27 Kt—K3	

White's advantage is that his knight and rooks have better fields of action. With the Q side blocked, Black's knight looks particularly out of place.

	R—KB
28 R—Q3	Kt—B
29 QR—Q	Kt—Q3
30 Kt—Q5	

The knight is now enormously powerful. There is no defense to the numerous threats. White's last moves, in fact his whole conduct of the game since Black's weak P-R6, has been very fine and energetic.

Q—Kt

If Q-Q, 31 QxQ, RxQ; 32 Kt-B7 wins.

31 Kt—K7ch	K—Kt2
------------	-------

If K-B2, 32 R-R3! Then of course not RxKt; 33 RxPch wins. If 32 ... P-R4, 33 R-B3ch, K-Kt2; 34 Kt-B5ch, as in the game. Or if 32 ... R-R; 33 R-B3ch, K-K; 34 Kt-Q5! threatening Kt-B6ch, etc.

32 Kt—B5ch

Very pretty, and winning by force.

RxKt

Forced. If KtxKt, 33 RxBch wins a piece.

33 PxR	R—B3
34 RxKt	Resigns.

For if RxR, 35 Q-K7ch wins the rook.

\*\*\*

*Played in the Hastings Christmas Tournament last January.*

**Sultan Khan**  
White

**V. Pirc**  
Black

1 P—K4	P—QB4
2 Kt—KB3	Kt—QB3
3 P—Q4	PxP
4 KtxP	Kt—B3
5 Kt—QB3	P—Q3
6 B—K2	P—K3
7 O—O	P—QR3
8 B—K3	Q—B2
9 P—QR4	Kt—QR4
10 Q—Q3	

Placing the queen in front of the bishop looks peculiar, but the move is quite good. It restrains the annoying Kt-B5 for some time.

B—Q2

Pirc, in his notes to this game, believes he should have played Kt-Q2 here. But then after 11 P-B4, Kt-B4; 12 Q-Q2, White threatens P-QKt4, and Black will have to beat a speedy retreat. White's command of the center gives him the advantage, as in most variations of the Sicilian Defense.

11 Kt—Kt3

A good move. If Black exchanges, he opens the QB file for his adversary. He can do nothing but retreat.

	Kt—B3
12 P—B4	Kt—QKt5
13 Q—Q2	B—B3
14 Kt—Q4	P—Q4

Black's plan in this opening is to sooner or later make this move. This is his opportunity, but White, with a better development, should still obtain the better game. 14 ... KtxKP would lose a piece by 15 KtxKt, BxKt; 16 QxKt.

15 P—K5	Kt—K5
16 KtxKt	PxKt
17 P—B4	



To prevent Kt-Q4, but it loses control of important squares on the QKt file and the Q file. 17 P-B5 was an interesting attack, when Black could hardly afford to take the KP.

B-B4

18 Kt-B5?

This is bad. The exchange loses time, and White soon gets into difficulties. He should have played 18 KtxB, QxKt; 19 QR-Q, O-O; 20 K-R with a good free game.

19 KtxB

20 KR-Q

BxBch

Q-Kt3

This loses a pawn. He had to play 20 K-R, R-Q; 21 Q-B. White has lost his advantage, but his game is still quite playable.

21 QxKt

22 K-R

23 Q-B3

24 P-B5

25 Q-KKt3

Kt-B7!

QxKtch

QxP

P-QR4

O-O

Black was contemplating P-K6, with mating threats to follow. But the ending must be equally lost for White.

26 PxQ

27 QR-B

28 R-B3

29 PxPe.p.

30 K-Kt

31 K-B2

32 K-K3

33 P-KKt4

34 R-KB

35 PxPch

36 P-KKt4

37 R-KB4

38 R-QB

QxQ

B-Q4

QR-B

P-B4

PxP

KR-Q

P-B4

K-Kt2

B-B3

K-Kt3

PxP

R-B

P-R3

White is fighting hard, and has succeeded in setting up some dangerous threats.

39 RxPch

40 QR-KKt

PxP

K-R2

R-KKt

This simplifies matters. Though White later regains his pawn, the ending is lost for him.

41 RxR

42 RxR

43 K-B4

RxR

KxR

B-Kt5 is interesting here. Black dare not exchange, as one of the white pawns would queen. But he wins with K-B2; 44 BxB, PxB; 45 P-Kt4, PxP; 46 P-R5, (if 46 KxP, K-K3 stops the white pawn) P-Kt6; Black makes the first queen, and retains two pawns plus.

44 K-B5

45 K-K5

K-B2

K-K2

P-K6!

He must give up this pawn to break through, but the distant passed pawn ensures the victory.

46 P-Kt3

47 B-B3

48 K-Q4

49 B-K2

50 KxP

51 B-R5

52 K-Q3

53 K-B3

54 B-Kt4

B-K

B-Q2

B-B3

K-B3

K-K4

K-Q4

KxP

B-Q4

There is nothing to do. If the king moves, K-Kt5 follows. If B-Kt6, B-B6, and the RP advances.

55 B-B8

56 B-Kt4

57 B-B3

58 B-Kt4

59 B-R3

60 P-Kt4ch

B-B2

P-Kt3

P-R4

P-R5

B-Q4

B-K5

Desperate. White is in a similar position to the one after move 53, where any move will yield ground.

61 K-Kt3

62 K-Kt2

63 K-B2

64 K-Kt2

Resigns.

PxPch

B-Q4ch

K-Q5

P-Kt6ch

K-B5



# WHO'S WHO IN CHESS

By I. Kashdan

It isn't always the greatest players who are the most interesting figures in the chess world. In fact the game would not live a day if it was confined entirely to the handful of experts. It is the vast public of near and not-so-greats, the army of on-lookers and followers, that makes the game what it is. It is their enthusiasm and support that is the master's chief reward. It is they who fill our chess clubs, arrange tournaments, put up prizes, and what not. Yet it is the master whose name is heard everywhere, in conversation and the newspapers, while the rank and file must bask in what little reflected glory they may obtain when a gathering of the great ones is held in their midst. Yet that is as it should be. We have always been hero-worshippers, and most of our striving can be traced to the desire to be in some way in the forefront.

There are few who would not be among the top-notchers in chess if they could. One of these is the subject of this article, Mr. Harold M. Phillips. His early rise in chess was phenomenal, and there is no knowing to what heights he might have reached had he not voluntarily put a stop to his efforts, in order to devote himself to his legal career. His first strides in chess were unusually rapid. He learned the game in the College of the City of New York when he was eighteen, back in 1892. One would think that acquiring the game in college, when he was absorbed in his studies and other interests, would preclude him from much early progress in the game. Yet four months after learning the moves, Harold Phillips was champion



HAROLD M. PHILLIPS

of City College, without having lost or drawn a game in the tournament. He continued supreme. During the rest of his college career, which comprised four years in City College, and two years in Columbia Law School, he remained champion, usually giving odds to all his rivals. In all the matches played against other universities, he lost but one game in that time.

Being admitted to the bar on his graduation from Columbia, Mr. Phillips began to find what it meant to make his way in the legal profession. His work left him little time for chess, but that little he made the most of, having lost none of his keenness for the game. He joined the Manhattan Chess Club, the gathering place of the foremost experts in the country. In 1901 he played in the handicap tournament of the club, receiving draw odds from the first class players. He made a splendid showing, entitling him to enter the championship tournament the next year.

This he won in good style, after a close struggle. With such masters as Delmar, Hanham, Halpern, and Schmidt among others in the field, this was a fine triumph, and Mr. Phillips seemed on the road to further conquests. At this point, how-



ever, he had to make his final choice between chess and the law, and we cannot doubt his wisdom in concentrating on his professional career. In this connection we may state that he has more than made his mark, being accounted one of the ablest trial lawyers in New York.

However, though he retired from active participation in the game, he by no means lost his love for it. From time to time he played in various matches for the club, with splendid success, and to-day is still ready to pit his wits against a worthy foe. In 1925, when the Manhattan Chess Club played by cable against Buenos Aires, Capablanca, who was the referee, spent almost all his time at Mr. Phillips table, and later was enthusiastic in his praise of the game. In the same year he won the brilliancy prize in the Metropolitan Chess League. But these occasions became rarer, and Mr. Phillips turned his attention more to organizing chess events, and aiding worthy causes. He has always been particularly interested in developing chess in the high-schools and colleges, believing firmly that nothing can equal chess as a mental tonic and recreation. He has offered numerous medals and trophies for both individual and team competitions in the schools. He has been President of the Intercollegiate Chess League for the last sixteen years. The present trophy was presented by him to the League several years ago, a beautiful silver and gold temple, with columns and shields representing the different Universities. Winners of the high-school championships yearly receive medals donated by Mr. Phillips. Much of the widespread interest in chess in the schools can be traced to his spirit and initiative in forming Leagues and organizing the meets that have now become established yearly events.

Mr. Phillips was one of the most enthusiastic sponsors of the American Teams competing in Europe. In 1928, when the idea was first broached of having a team

go abroad, he saw the advantages of such contacts between our younger, more enthusiastic players, and the experienced veterans of Europe. His influence had much to do with the sending of that first team whose success in finishing second led to further attempts, culminating in the great victory of Prague in 1931. In 1930 Mr. Phillips was manager of the American Team in Hamburg. His presence and advice were invaluable aids. Unfortunately he could not be present in Prague the following year. Still, a good part of the success of the team can be traced to its adherence to his suggestions as to keeping in condition and practice, all-important elements in these strenuous competitions.

Mr. Phillips is best known at the Manhattan Chess Club in New York. Though rarely serving in an official capacity, he has done much for the club, and earned the warmest respect and admiration of its members. The Board of Directors passed a resolution last December to thank him for his many services. A handsome engrossed copy of it was made and presented to him.

In a recent interview Mr. Phillips reiterated his interest in chess, and his belief in it as a diversion for both young and old. He believes that what is most needed is more cooperation and a better organization among the players. The ideal arrangement, he thinks, is to create a permanent fund, the interest of which would be used to arrange matches and tournaments. The Championship of the World, and also the U. S. title, should be contested at least every two years. Mr. Phillips believes that this is no idle dream, and hopes some time to do his share towards creating this foundation. If the chess public, which takes such keen delight in following the scores of tournaments, and in playing over the games, would cooperate, there would be constant chess activity. Chess would then take its rightful place in the forefront of human activities.



# GAME DEPARTMENT

The following are from the play-off match for the Manhattan Chess Club Championship:

Game No. 24

RETI SYSTEM

New York, February, 1933

(Notes by I. A. Horowitz)

**R. Willman**      **A. Kupchik**  
White              Black

1 Kt—KB3	P—Q4
2 P—B4	P—QB3
3 P—QKt3	Kt—B3
4 P—Kt3	B—B4
5 B—KKt2	P—K3
6 O—O	P—KR3
7 P—Q3	QKt—Q2
8 B—Kt2	B—K2

If instead 8 ... B—Q3, then P—K4 gives White a good game.

9 QKt—Q2	O—O
10 R—K	B—R2
11 P—K4	

Premature. 11 R—QB to be followed by PxP opening the file, in conjunction with Kt—B and K3 exerting pressure on the center, is the continuation generally played here.

12 Kt—K5	Kt—B4
	PxKP

But now instead Kt—Q2 leaves Black with the better game. If 13 KtxKt, QxKt; 14 Q—Kt4, P—B3; 15 KPxP, BPxP; 16 PxP, KtxQP; 17 PxP, (QxP, QxQ; 18 PxQ, B—Kt5) Q—B2; 18 R(K)—QKt, KtxB; 19 RxKt, Q—B6; 20 Kt—B4, P—QKt4; 21 BxR, PxKt; with the better game.

13 PxP	Kt—Q6
14 KtxKt	QxKt
15 P—K5	Kt—K
16 Kt—K4	Q—Q

Black having failed to take advantage of White's 12th move is now forced into the inferior end-game.

17 QxQ	RxQ
18 QR—Q	BxKt

Black is hampered for lack of space and chooses this method to free himself.

19 BxB	Kt—B2
--------	-------

20 B—Q4	P—QB4
21 B—K3	P—QKt3
22 P—QR4	P—QR4
23 P—B4	Kt—R3
24 K—B2	Kt—Kt5
25 RxR	RxR
26 R—K2	P—B3

But this is bad. With the inferior position there is no reason for Black to do the forcing. Now he is left with a weak KP.

27 PxP	BxP
28 R—Q2	RxRch
29 BxR	B—Q5ch
30 K—B3	K—B2
31 P—Kt4	

White's plan is all outlined. He will advance the K side pawns, obtain a central position for his K, and gradually break thru on the K or Q side.

	Kt—R3
32 P—R4	Kt—B2
33 P—R5	

Fixing all of Black's pawns.

Kt—K

This makes things easy. After the exchange of the white bishop for the knight the game is over.

34 B—Kt6ch	K—K2
35 BxKt	KxB
36 K—K4	K—B2
37 P—B5	B—B3
38 B—B4	B—Q
39 B—K5	Resigns.

There is no way to effectively prevent the entrance of either the white K or B.

\* \* \*

Game No. 25

RUY LÓPEZ

New York, February, 1933

(Notes by I. A. Horowitz)

**R. Willman**      **A. Kupchik**  
White              Black

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 BxKt	



The exchange variation of the Ruy López, the object of which is to obtain a pawn majority on the K side, while holding the Q side intact. However, as it is necessary to give up a B for a Kt, the idea is questionable.

	QPxB
5 P--Q4	PxP
6 QxP	QxQ
7 KtxQ	B-Q3
8 QKt-Q2	

This Kt is generally developed on QB3, where it is more effectively placed.

	P-QB4
9 Kt-K2	B-K3
10 P-QKt3	B-K4
11 P-QB3	P-KB3
12 B-QKt2	Kt-K2
13 O-O-O	B-Q3
14 P-QB4	Kt-B3
15 Kt-QB3	

P-B3 to be followed by Kt-B and K3 leaves White in a position to carry out his original plan, the advance of the K side pawns.

	O-O-O
16 Kt-B3	

This move fails of its objective to prevent the black Kt from entering at Q5, but it is difficult to find a good continuation here. White has been without a general plan for some time, while Black has continually improved his position.

	KR-K
17 P-KR3	Kt-Q5
18 KtxKt	

This undoubles Black's pawns and leaves him with a strong passed pawn, but there was little else to do. If 18 R-Q3, then P-B4; 19 P-K5, KtxKt; 20 PxP, Kt-K4; winning a pawn.

	PxKt
19 Kt-K2	

Not RxP because of B-B5ch.

	P-QB4
20 P-KKt4	B-Q2
21 P-B3	P-KKt3
22 K-Q2	P-B4
23 KPxP	PxP
24 P-Kt5	B-B3

The strength of the two bishops immediately becomes apparent.

25 KR-B	P-Q6!
Resigns.	

There is no way to save a piece. If Kt moves then B-B5ch followed by B-K4ch.

## Game No. 26

## QUEEN'S GAMBIT DECLINED

Moscow, December, 1932

(Notes by I. Kashdan)

Botwinnik	Alatorzeff
White	Black

1 Kt-KB3	P-Q4
2 P-Q4	Kt-KB3
3 P-B4	P-B3
4 P-K3	P-K3
5 B-Q3	PxP
6 BxBP	P-B4

In this variation Black succeeds in isolating the QP, but White gets more freedom for his pieces.

7 O-O	Kt-B3
8 Q-K2	PxP
9 R-Q	B-K2

Black cannot hold the pawn.

10 PxP	O-O
11 Kt-B3	Kt-QKt5
12 Kt-K5	QKt-Q4
13 B-KKt5	P-KR3

This weakens his position without any justification. He should have proceeded with his development.

14 B-R4	B-Q2
15 KtxKt	

White finds a way to break up the position to his advantage.

KtxKt

If PxKt; 16 BxKt wins a pawn.

16 BxB	QxB
--------	-----

He has no choice. If KtxB; 17 P-Q5 is too powerful.

17 Kt-Kt6!

The point to the exchanges. Black's pawn position will be all shattered. The weakness of P-KR3 is apparent.

	PxKt
18 BxKt	QR-K
19 R-K	Q-Kt5
20 B-Kt3	R-B3
21 QR-Q	QR-KB
22 P-B3	K-R2
23 Q-Q2	Q-Kt3
24 R-K5	R-B5
25 Q-K3	R(B)-B3
26 Q-B3	B-B3



Black has obtained some clever counter-chances.  
If 27 RxP, RxR; 23 BxR, BxP! with a good game.

27 Q—B5                      QxQ  
28 PxQ

Now that the attack on the QP is relieved,  
Black's weak KP is all the more difficult to defend.

                                    R(B5)—B4  
29 QR—K                      RxR  
30 RxR                          R—B4

Saving his pawn, but at the expense of an important positional disadvantage. After the exchange of rooks, Black's four pawns on the K side are held back by White's three, whereas White has a pawn majority on the other wing.

31 RxR                          KPxR  
32 K—B2                      P—KKt4  
33 K—K3                      K—Kt3  
34 K—Q4                      K—B3  
35 B—Q5                      P—KR4

Exchanging bishops would lead to a hopeless loss. Black's only chance is to undouble his pawns on the K side, but White can always prevent it.

36 P—KR3                      P—Kt5  
37 RPxP                      BPxP  
38 PxP                          PxP  
39 P—KKt3

That ends all the worries on this side. Black could safely resign here.

                                    K—B4  
40 P—Kt4                      K—B3  
41 K—K4                      K—K2  
42 BxB                          PxP  
43 K—B5                      P—R3  
44 P—R3                      K—B2  
45 KxP                          K—K3  
46 K—Kt5                      Resigns.

\* \* \*

### Game No. 27

NIMZOVITCH DEFENSE

Moscow, December, 1932

(Notes by I. Kashdan)

**Tchechover**

White

1 P—Q4  
2 P—QB4  
3 Kt—KB3  
4 P—KKt3  
5 B—Kt2  
6 O—O

**Botwinnik**

Black

Kt—KB3  
P—K3  
P—QKt3  
B—Kt2  
B—K2  
O—O

7 Kt—B3                      P—Q4  
8 PxP                          PxP  
9 B—B4                      QKt—Q2  
10 Kt—QKt5

This is a loss of time. With R-B, followed by Kt-K5, White would have considerable pressure on the center squares.

Kt—K

The only move, but it serves the purpose well enough. P-QR3 fails because of 11 BxP (not KtxP, R-B; R-B, Kt-R4 wins) Q-B; 12 B-Q6! saving the piece, and coming out a pawn ahead.

11 R—B                      P—QB3  
12 Kt—B3                      Kt—Q3  
13 Q—B2                      P—KB4

Prevents P-K4, and also prepares a stronghold for the Kt at K5. From this point Black keeps improving his position.

14 B—R3                      P—Kt3  
15 KR—Q                      Kt—B2

Threatens to win a piece by P-KKt4 and Kt5. White's pieces are misplaced, and must retire in some confusion.

16 B—Kt2

B-Q2 was better, as it would have kept the pawns back.

                                    P—KKt4  
17 B—Q2                      Kt—Q3  
18 Kt—K                      B—B3  
19 P—K3                      Q—K2  
20 Kt—Q3                      Kt—K5

Finally arrived. The Kt can hardly be driven back, nor can it be exchanged without opening all the lines for Black.

21 B—K                      QR—B  
22 Q—Kt3                      KR—K  
23 B—R3                      P—Kt5  
24 B—Kt2                      Kt—B  
25 Kt—B4                      Kt—K3  
26 KtxKt

The exchange is a little relief, as Black was threatening Kt-Kt4. But White can never escape from the pressure on his K side.

                                    QxKt  
27 Kt—K2                      B—Kt4  
28 Q—R3                      P—QR4  
29 Q—Kt3                      B—QR3  
30 Kt—B3

Not Kt-B4, because of BxKt; 31 PxP, B-K7 winning the exchange.

R—Kt

He could have played B-B5, and if 31 QxP?, B-Q; 32 Q-R7, R-K2; wins the queen.



31 Q—B2                      QR—B  
32 Kt—K2

If he went back Q-Kt3, the variation pointed out above would probably have followed. White can only wait for the inevitable.

33 Kt—B4                      Q—B2  
                                    BxKt  
34 KtPxB                      Q—R4  
Resigns.

Black threatens R-K3 and R3. The bishop at R3 cuts off all retreat, and there is nothing to be done.

\* \* \*

(From the telephone match, Boston vs. Philadelphia)

### Game No. 28

#### VIENNA GAMBIT

(Notes by I. Kashdan)

**H. Morton**                      **J. Levin**  
(Boston)                      (Philadelphia)  
White                      Black

1 P—K4                      P—K4  
2 Kt—QB3                      Kt—KB3  
3 P—B4                      P—Q4  
4 PxKP                      KtxP  
5 Q—B3                      KtxKt

Kt-QB3 can be played here, for if 6 KtxKt, Kt-Q5! followed by PxKt with advantage.

6 QPxKt                      B—QB4

Black can obtain a favorable ending by Q-R5ch; 7 P-Kt3, Q-K5ch.

7 Q—Kt3                      B—B4

An interesting sacrifice, which in view of Black's superior development, should be sound.

8 QxP                      Q—R5ch  
9 K—Q

Forced. If 9 Q-Kt3, Q-K5ch, and QxBP. White would be badly tied up.

10 Kt—B3                      R—B  
11 P—QKt3                      Q—QR5  
                                    Q—Q2

White has avoided the immediate attack, but his king is fixed in the center, and is still in grave danger.

12 B—Q3                      Kt—B3  
13 Q—Kt5                      Kt—K2

B-K5 was better, as the bishop could never be taken on that square. Black could then continue with B-K2 and O-O-O.

14 R—B                      O—O—O  
15 BxB                      KtxB  
16 P—KKt4                      Kt—K2

17 Q—B4                      P—Q5  
18 P—B4                      P—Q6  
19 Q—K4

Neither here nor on the previous move could White afford to take the pawn. But with the text move he can defend himself.

P—B4

To open new lines, but it leads to nothing. He had better chances by PxPch; 20 KxP, Kt-B3; 21 P-QR3, KR-K, threatening P-KB3.

20 KtPxP                      KtxP  
21 B—Kt5                      P—Q7

To have Kt-K6ch after BxR. But the pawn cannot be supported on this advanced square, and soon falls.

22 K—K2

This king has been in a tight box for quite a while, but still seems sturdy.

23 QR—Q                      QR—K  
24 Q—Q5                      Kt—Q3  
25 B—K3                      B—Kt5

This attacks the knight, and forces the exchange of queens, after which White's extra pawns will begin to tell.

26 P—B5                      R—B4  
27 QxQch                      Kt—Kt4  
28 BxP                      KxQ  
29 P—B4                      BxP  
                                    Kt—Q5ch

Loses a piece. After Kt-R6 White can win the exchange by 30 B-K3ch, K-B3; 31 Kt-Q4ch. However if he tries for more, he can get into trouble. For example if 29 ... Kt-R6; 30 P-Kt4, B-Q3! (if B elsewhere, 31 B-Bch wins the knight). 31 B-K3, KtxP wins.

30 KtxKt                      RxR  
31 KxR                      BxKt  
32 B—Kt4                      Resigns.

\* \* \*

### Game No. 29

#### FRENCH DEFENSE

(Notes by I. Kashdan)

**W. A. Ruth**                      **A. Sandberg**  
(Philadelphia)                      (Boston)  
White                      Black

1 P—Q4                      P—K3  
2 P—K4                      P—Q4  
3 Kt—QB3                      Kt—KB3  
4 B—KKt5                      B—K2  
5 P—K5                      KKt—Q2  
6 BxB                      QxB



7 Kt—Kt5	Kt—Kt3
8 P—QB3	P—QR3
9 Kt—QR3	P—QB4
10 Kt—B2	Kt—B3
11 P—KB4	O—O
12 Kt—B3	P—B3

All this is a rather frequently played variation, with about equal chances. On the surface, White appears to have the freer game, but his pawns tend to become weak.

13 Q—Q2	B—Q2
14 B—K2	QR—B
15 KP×P	

White should avoid this exchange. It allows Black to play P-K4 very soon, breaking up the center.

	KtPxP
16 O—O	PxP
17 KKtxP	

PxP was better. White should attempt to forestall the advance, rather than allow it with tempo.

	P—K4
18 KtxKt	BxKt
19 PxP	PxP
20 Q—K3	Kt—Q2
21 B—Kt4	RxRch
22 RxR	R—KB
23 BxKt	RxRch
24 KxR	BxB
25 Q—Kt3ch	K—B2

Q-Kt2 was also good. In the ending, Black, with a passed pawn and a strong bishop, would have a distinct advantage.

26 K—K	Q—Q3 ?
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This lets the knight in, and leads to trouble. Q-B3, followed by B-K3 was in order.

27 Kt—Q4!	Q—KB3
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This loses the pawn. Best was Q-K2; 28 Kt-B3. P-K5. If then 29 Kt-Kt5ch, K-Kt3! The discovered check leads to nothing.

28 Kt—B3	K—K3
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If now P-K5; 29 Kt-Kt5ch wins either the K or R pawn. The text is no better.

29 Q—Kt8ch	K—Q3
30 QxRP	Q—B5
31 Q—Kt6ch	B—K3
32 Q—Kt5	Q—K5ch
33 K—B2	Q—B7ch
34 K—Kt3	

Black's attack has come to nought. He must attend to his defense, and then the white pawns march on.

	Q—K7
35 P—KR4	P—K5
A mistake, but it only hastens the result.	
36 Q—K5ch	K—Q2
37 QxBch!	Resigns.

\* \* \*

### Game No. 30

#### SICILIAN DEFENSE

(Notes by Fred Reinfeld)

<b>S. Flohr</b>	<b>Engel</b>
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White	Black
-------	-------

1 P—QB4	P—QB4
2 Kt—KB3	Kt—KB3
3 P—Q4	PxP
4 KtxP	P—KKt3

Relatively better is P-Q4 here or on the next move.

5 Kt—QB3	B—Kt2
6 P-K4	

Transposing into the Dragon variation, which, as is well-known, is quite unfavorable for Black.

	P—Q3
7 B—K2	Kt—B3
8 Kt—B2	Kt—Q2
9 Q—Q2	

An innovation which turns out to be excellent. The move (intended to prepare for the fianchetto of the QB) was subsequently played with equal success by Flohr in his game against Johner at Berne.

	Kt—B4
10 P—QKt4	Kt—K3
11 B—Kt2	O—O
12 O—O	Kt(K3)—Q5
13 KtxKt	KtxKt
14 B—Q	

Naturally, White wishes to retain this Bishop, which is destined for great deeds.

	B—K3
15 Kt—Q5	BxKt
16 KPxB	Q—Kt3
17 R—K	P—K4

Spielmann suggests 17 ... QR-K followed by 18 ... R-B in case of 18 B-R4. But White has a much stronger move in 18 P-QR4! after which he maintains a marked advantage in position.

18 PxPe.p.	PxP
19 R—K4	P—K4
20 BxKt	PxB
21 B—B3	QR—K
22 QR—K	RxR



23 R×R B—K4

Black has simplified considerably and obtained Bishops of opposite colors. But the position is full of dangers which he does not suspect.

24 R—Kt4! Q—B2

25 B—Q5ch K—Kt2

Forced (25 ... K-R; 26 R×KtP!).

26 P—KR4!

A fine move.

Q—Q2

Still unsuspecting.

27 R×QP

A very accurately calculated sacrifice of the exchange.

B×R

To decline the offer would not help much in view of Black's poor position.

28 Q×Bch K—R3

Here is the point of 26 P-KR4: Black cannot interpose the Rook because of 29 P-Kt4.

29 Q—K3ch K—Kt2

30 Q×P

White has two Pawns for the exchange and the Bishop in its central position, is almost as strong as the Rook.

Q—K2

31 P—Kt3 R—B

31 ... Q-K8ch; 32 K-Kt2, Q×KtP would cost a Rook after 33 Q-Q4ch, R-B3; 34 P-Kt4, for 33 ... K-R3 would lead to mate in four; Q-K3ch, K-Kt2; 35 Q-K7ch, K-R3; 36 Q×Rch, etc.

32 P—R4 R—B2

32 ... Q-K8ch; 33 K-Kt2, Q×KtP would again lead to a mating attack after 34 Q-Q4ch, K-R3; 35 Q-B4ch, K-Kt2; 36 Q-B7ch, K-R3; 37 P-Kt4 etc., or else 34 ... K-B; 35 Q-R8ch, K-K2; 36 Q×R etc.

33 K—Kt2 K—B3

34 Q—Kt6 R—Q2

35 P—QR5 P—Kt4

Desperation. But he cannot prevent White from getting a passed pawn on the QR file followed by B-Kt7.

36 Q—Q4ch K—Kt3

36 ... Q-K4; 37 P×Pch, K-Kt3 or K-Kt2; 38 Q×Q, P×Q; 39 P-Kt5, with an easily won ending.

37 Q—Kt4 P—R3

38 P—Kt5 R—Q

39 P×P P×P

40 Q—K4ch Resigns.

An admirable game on Flohr's part.

\*\*\*

(Played in a match recently in Hamburg, Germany)

## Game No. 31

### INDIAN DEFENSE

(Notes by Fred Reinfeld)

Dr. O. Antze

C. Carls

White

Black

1 P—Q4

Kt—KB3

2 Kt—KB3

P—KKt3

3 Kt—B3

The usual line is P-B4 and Kt-B3 etc., but as this and White's next move show, he is content to develop his pieces on good squares without attempting any a priori refutation of Black's defensive system.

P—Q4

More in the spirit of the opening would be P-Q3, followed by subsequent P-B4 or P-K4.

4 B—Kt5

B—Kt2

5 P—K3

O—O

6 B—Q3

P—B4

7 P×P

Q—R4

8 O—O

Q×BP

9 P—K4

P×P

9 ... P-Q5 is to be considered here, for the opening up of the game is to White's advantage because of his superior development.

10 KtxP

KtxKt

11 B×Kt

Kt—B3

Here he should capture: 11 ... B×P; 12 R-Kt, B-Kt2; 13 B×QKtP, B×B; 14 R×B, Kt-B3 with a much better game than he obtains in the text.

12 P—B3

Now White's preponderance of Queen-side Pawns, together with the superior scope of his pieces, make his game definitely preferable.

B—Kt5

13 B—K3

Q—B5

After 13 ... Q-Kt4; 14 Q-Kt3, Q×Q; 15 P×Q, P-QR3; 16 B×Kt, P×B; 17 R-R5 Black would have a vastly inferior end-game.

14 B—Q5

Q—R3

15 P—KR3

B—B4

16 Q—Kt3!

Kt—R4

Practically forced in view of the threat of B-QB4. 16 ... QR-Kt could be answered by 17



P-QR4.

17 Q—R3

Threatening P-QKt4.

18 BxKtP!

19 QxKt

20 QR—B

P—K3

QxB

QxP

B—Q6

Now White's Queen-side advantage has crystallized in the shape of the strong QB Pawn.

This turns out badly, but it is difficult to suggest a satisfactory continuation.

21 KR—Q!

22 R—Q7

23 PxB

24 P—QB4

25 K—Kt2

B—K7

BxKt

KR—B

Q—K7?

This simple reply shows that Black's threat was no threat at all: 25 ... RxP; 26 R-Q8ch, RxR; 27 QxRch, B-B; 28 B-R6.

Black has lost valuable time with his last moves.

26 P—B5

27 R—B4!

Q—Kt7

Q—K4

This is much stronger than taking the RP.

28 R—K4

29 Q—R4!

P—QR3

Q—B6

B—B

If 29 ... R-KB then the advance of the BP will be decisive.

30 RxBP!

BxP

If 30 ... KxR; 31 Q-Q7ch and White wins the Queen.

31 Q—Q7

R—B

After 31 ... BxB; White would win by 32 RxB, Q-R (forced; Black must defend the threats of R-Kt7ch and RxRP); 33 R-KB4.

I. 33 ... R-B; 34 QxKPch, K-Kt2; 35 Q-K5ch, K-Kt; 36 Q-Q5ch, K-Kt2; 37 R-K7ch, etc.

II. 33 ... Q-Kt2; 34 QxPch, K-R; 35 R-B7, Q-Kt7; 36 R-K5.

32 RxRch

RxR

32 ... BxR would lose the Queen by 33 QxKPch followed by B-Q4ch.

33 QxKPch

K—R

34 R—QB4

Resigns.

(Played in a Junior Masters Tournament at the Manhattan Chess Club)

Game No. 32

QUEEN'S GAMBIT DECLINED

(Notes by I. A. Horowitz)

New York, February, 1933

A. Denker

E. Schwartz

White

Black

1 P—Q4

P—QB3

2 P—QB4

P-K4 transposes into the Caro Kann Defense.

3 Kt—QB3

4 Kt—B3

5 P—QR4

6 P—K4

7 Q—B2

P—Q4

Kt—KB3

PxP

P—K3

B—Kt5

QKt—Q2

Black's only compensation for White's strong center is the extra pawn on the wing, which he should protect to maintain equality. 7 ... P-QKt4; 8 B-K2, B-Kt2; 9 O-O, P-QR3 leaves Black with a pawn ahead which he will gradually bring to account.

8 BxP

9 O—O

Q—R4

O—O

Not 9 ... P-K4 because of 10 PxP, QKtxP; 11 KtxKt, QxKt; 12 BxPch, KxB; 13 Q-Kt3ch, K moves; QxB with a pawn plus.

10 P—K5

This is the beginning of a strong attack, very well executed.

11 Kt—KKt5

12 QKt—K4

13 Q—Q3

Kt—Q4

P—KKt3

B—K2

P—KR3

This hastens the end, but the attack was assuming great strength.

14 KtxKP!

15 BxP

PxKt

Q—Q

The exchange could not be saved and the queen is needed for the defense, but White is in no hurry to capitalize.

16 Kt—Q6!

Not 16 Kt-Kt5 because of R-B4; 17 KtxP, KtxP; 18 KtxQ, KtxQ; 19 BxKt, BxKt; 20 BxR, BxB; and Black stands well.

R—B4

17 BxKt

White here simplifies to lead to a winning endgame.

18 KtxB

BPxB

RxKt



19 P-KKt4	B-Kt4
20 PxR	BxB
21 PxKP	Kt-B
22 K-R	Q-K2
23 P-B4	QxP
24 P-B5	PxP
25 RxP	B-Kt2
26 R-KKt	Q-KR3
27 R(B5)-Kt5	R-B2
28 Q-KB3	R-B2

The pawn cannot be saved. After R-Q2 would follow 28 Q-B6, Q-R2; 29 R-B5 leaving Black without defense.

29 QxP	Q-K3
30 Q-Kt2	Q-Q2
31 P-Q5	Q-B2
32 P-K6	KtxP
33 PxKt	R-K2
34 Q-Q5	K-B
35 RxB	RxR
36 RxR	Resigns.

\* \* \*

*Played in the Metropolitan Chess League*

Game No. 33

QUEEN'S GAMBIT DECLINED

New York, February, 1933

(Notes by I. A. Horowitz)

<b>F. Reinfeld</b>	<b>Ekstrom</b>
(Marshall C. C.)	(Scandinavian C.C.)

White

Black

1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-QB3	P-Q4
4 B-Kt5	P-B3
5 P-K3	QKt-Q2
6 PxP	KPxP
7 B-Q3	B-K2
8 Q-B2	O-O
9 KKt-K2	

Of late this variation of the Queen's Pawn is coming into vogue. The idea is to place the KKt on either KB4 or KB5 castle Q side and advance the K side pawns with a strong attack. It is meeting with success.

R-K

10 O-O-O	Kt-K5
11 BxKt	PxB
12 P-KR4	P-KB4
13 Q-Kt3ch	K-R
14 Kt-B4	Kt-B

Up to here the game is identical to that of Alekhine-Kashdan, Pasadena 1932. Here, however, Black played 14 ... Kt-B3 but after P-R5 obtained the inferior position.

15 Q-B7	Q-Q2
16 Q-R5	

To avoid the exchange of queens and retain the attacking chances.

B-Q3

16 ... B-Kt5 to be followed by K-Kt and Q-KB2 would leave Black with a playable game.

17 P-B3

The break is properly timed. Black must either open up White's KKt file or be left with a weak KP. 17 ... PxP; 18 PxP, RxP; 19 Kt-Kt6ch winning the exchange.

BxKt

This is not necessary. K-Kt followed by Q-KB2 was in order.

18 BxB	Q-K3
19 PxP	PxP
20 B-K5	Q-Kt3

20 ... Kt-Kt3 is preferable. After 21 KtxP, KtxB; 22 PxKt, (QxKt then QxQ with a good game) Q-B5ch with a good position.

21 QxQ	KtxQ
22 B-Kt3	B-K3
23 P-R5	Kt-B
24 P-R6	B-B4
25 B-K5	Kt-K3
26 P-Q5	PxP
27 RxP	K-Kt
28 R-Q7	PxP
29 Kt-Q5	QR-Bch
30 K-Kt	Kt-B4
31 Kt-B6ch	Resigns.

\* \* \*

ERRATA—In Game No. 14 in our February issue, Sultan Khan played White and won against C. H. O'D Alexander. Also in Game No. 16 R. Willman beat D. MacMurray, and in Game No. 21 R. Levenstein beat R. Smirka.



## Game No. 34

## FRENCH DEFENSE

New York, February, 1933

(Notes by I. A. Horowitz)

**A. S. Pinkus**                      **J. Mathias**  
 (Manhattan C. C.)    (Columbia Univ.)

White	Black
1 P—K4	P—K3
2 P—Q4	P—Q4
3 Kt—QB3	Kt—KB3
4 B—KKt5	B—K2
5 P—K5	KKt—Q2
6 P—KR4	

Sacrificing a pawn for the attack, for if 6 ... BxB; 7 PxB, QxP; 8 Kt-R3, Q-K2; 9 Kt-B4, P-QR3; 10 Q-Kt4, P-KKt3; 11 O-O-O, P-QB4; 12 KtxQP, PxKt; 13 KtxP, White remains with

a strong attack.

	P—QB4
7 Kt—Kt5	P—B3
8 B—Q3	P—KKt3

Up to here the game follows orthodox lines, but now 8 ... P-QR3 should be played, when Black would remain with the better game because of his attack on the center pawns and two of White's pieces. If now 9 Q-R5ch then K-B. On the other hand 8 ... PxB leads to difficulties, for then Q-R5ch, followed by R-R3 leaves Black without adequate defense.

9 P—R5!	P—B5
---------	------

If now 9 ... PxB then 10 PxKtP with the powerful threat of P-Kt7.

10 PxKtP	Q—R4ch
11 B—Q2	QxKt
12 RxP	R—Kt
13 Q—R5	Resigns.

## OUR POET SPEAKS

## SONNET

He sat before the board and with his hand  
 Caressed the wooden pieces on their squares  
 And all the while was silent, as if cares  
 Had turned his destiny from what he planned.  
 And other players saw that his mind spanned  
 A world of thought, and quickly drew their chairs  
 Near his, knowing that they would be the heirs  
 In this new legacy of his command.

"Chess does impart a message," he revealed.  
 "It shows the future like a wondrous seer.  
 For in life's end-game all that which was wrong  
 In the beginning, cannot be concealed  
 When your game's annotated. It's quite clear:  
 A sound development makes end-games strong!"

## THE OLD MAN REMEMBERS

The thoughts of youth die hard. Sometimes there  
 aches

A strange remembrance in the ancient's heart.  
 He feels again his strength; again he wakes  
 To toss in bed and think of counterpart.

(He played chess well!) His friends cannot deny  
 That he was ever ready for a game.

There was no opening he would not try,  
 And his opponents never found him tame.

What matter if the wind tear down the house  
 In its anger, or that he be alone

Save for the scratching of some timid mouse?

He lives on, more than mortal flesh and bone,  
 For he can cherish in his memory

That famous mate he made in twenty-three!

## BALLAD OF CHESS

I am not one to hail with praise  
 The wondrous bleatings of a seer,  
 However mystifying his ways;  
 But recent acts have made it clear  
 That one should not forever jeer  
 Lest, at some time now unforeseen,  
 With vengeance subtle and severe  
 The jinns of fate give vent to spleen.

So I had cast incredulous gaze  
 On the Great Zo-Zo in strange gear.  
 "Nonsense," I cried. "This is a craze.  
 You say a woman will interfere  
 In my affairs and cause me fear,  
 And that she's bound to come between?"  
 "Beware," he answered with a leer,  
 "The jinns of fate give vent to spleen!"

I cleared my mind of mental haze  
 And sought my chess club to find cheer.  
 And found a friend of former days.  
 We both began to persevere  
 When suddenly the world grew drear;  
 I gasped in terror as his queen  
 Gave check, ending my rook's career.  
 (The jinns of fate gave vent to spleen!)

## E N V O Y

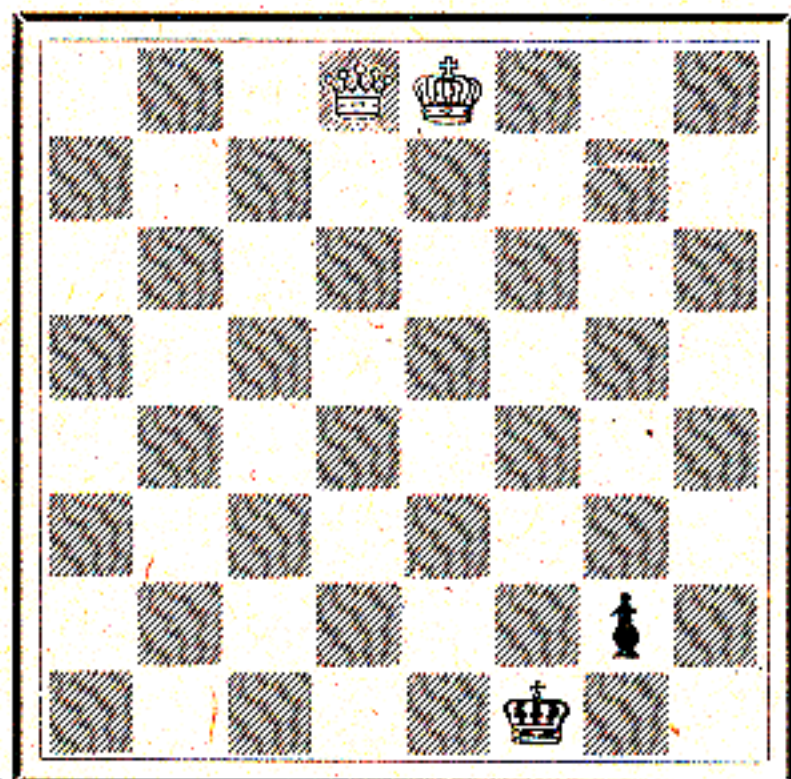
An oversight had cost me dear,  
 Yet more than rooks may lose their sheen  
 When chess players will not give ear  
 And jinns of *mate* give vent to spleen!

Paul HUGO LITWINSKY



# END GAME ANALYSIS

A TYPE of ending which is well known, and which would seem too simple to give rise to situations out of the ordinary, is with Queen against Pawn. Yet occasionally a position will come up just a bit unusual, which requires more careful handling. We shall first give the more usual forms of this ending, which every student should know.



In the diagram position, White wins easily. His plan is to force the black king in front of his pawn, in order to gain time for the advance of his own king.

- |          |       |
|----------|-------|
| 1 Q—Qch  | K—B7  |
| 2 Q—Q2ch | K—B8  |
| 3 Q—B4ch | K—K7  |
| 4 Q—Kt3  | K—B8  |
| 5 Q—B3ch | K—Kt8 |

The object is attained. White has a move to spare, and moves his king nearer.

- |          |       |
|----------|-------|
| 6 K—K7   | K—R7  |
| 7 Q—B2   | K—R8  |
| 8 Q—R4ch | K—Kt8 |

Again the white king can move, and by repeating this manoeuvre he will soon be close enough to force checkmate.

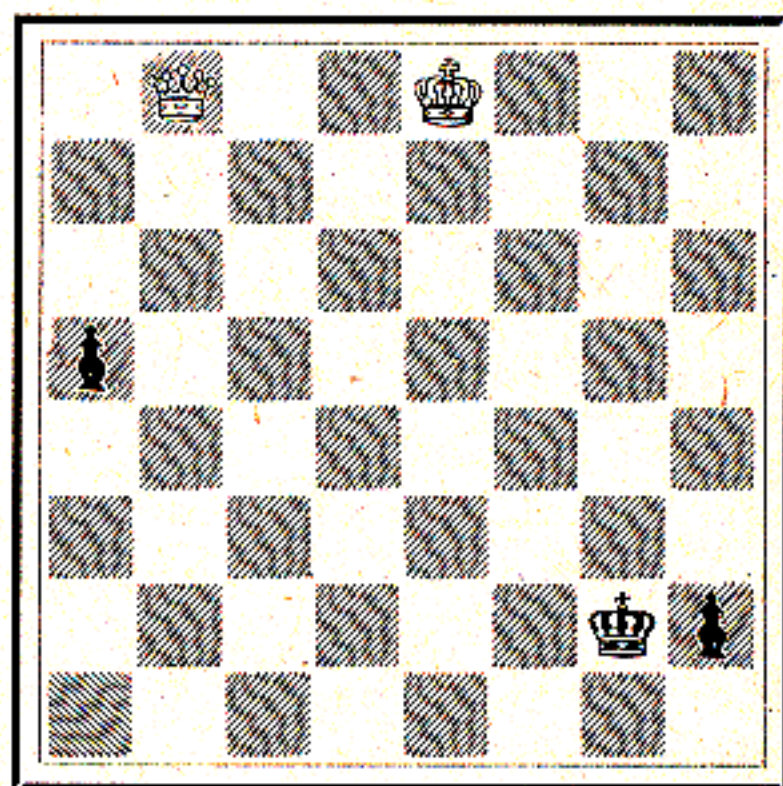
But suppose in the diagram position that the black pawn were at KR7. Then the game is drawn. White plays as before:

- |           |       |
|-----------|-------|
| 1 Q—Qch   | K—Kt7 |
| 2 Q—Kt4ch | K—R8! |

The point is that now Black is stalemated. White must move his queen when Black will again threaten to queen his pawn.

With the pawn at KB7 in the diagram it is again a draw. At the critical moment, instead of moving in front of the pawn, Black will play K—R8, and QxP will be stalemate.

These manoeuvres can easily be learned by the novice. The following position will introduce some new elements.



The difference is the presence of an additional black pawn. It is a considerable help to White.

- |           |        |
|-----------|--------|
| 1 Q—Kt2ch | K—Kt6! |
|-----------|--------|

Best. If K—Kt8; 2 Q—Q4ch, K—Kt7; 3 Q—Kt4ch, K—B7; 4 Q—R3, K—Kt8; 5 Q—Kt3ch, K—R8; 6 Q—B2! Now there is a pawn to move, and White mates on the next move.

- |          |       |
|----------|-------|
| 2 Q—K5ch | K—Kt7 |
| 3 Q—K4ch | K—Kt6 |

Again not K—Kt8 because he will be trapped in the corner as before. Now it becomes a race.

- |         |      |
|---------|------|
| 4 K—B7  | P—R5 |
| 5 K—Kt6 | P—R6 |
| 6 K—Kt5 | P—R7 |

Black wishes he didn't have this pawn, and is willing to give it up, but White has gained just enough time.

- |       |        |
|-------|--------|
| 7 Q—R | P—R8=Q |
|-------|--------|

Obviously necessary.

- |           |        |
|-----------|--------|
| 8 QxQ     | K—Kt7  |
| 9 Q—Kt2ch | K—Kt8  |
| 10 K—Kt4  | P—R8=Q |
| 11 K—Kt3  |        |

The black queen is helpless, and cannot stave off the mate.



# ANALYTICAL COMMENT

By Fred Reinfeld

THEORETICAL CONTRIBUTIONS OF THE  
BAD SLIAC TOURNAMENT

INDIAN DEFENSE

PART I . . . P-KKt3

**Pirc—Bogoljubow**

1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3;  
3 Kt-QB3, B-Kt2; 4 Kt-B3, O—O;  
5 P-KKt3 (a), P-Q4!; 6 PxP, KtxP;  
7 B-Kt2, KtxKt (b); 8 PxKt, P-QB4;  
9 O—O, Kt-B3; 10 P-K3, Q—R4; 11 Q-  
Kt3, R-Kt (c); 12 B-QR3 (d), B-K3; 13  
Q-Kt2, PxP (e); 14 BPxP, Q-R4? (f);  
15 QR-B, KR-Q; 16 R-B5! (g), P-B4;  
17 KR-B, B-B3; 18 R-Kt5 with a winning  
advantage.

(a) This is inferior to the more  
usual continuation of 5 P-K4, P-Q3; 6  
P-KR3 etc.

(b) In consequence of the variation  
he has chosen, White's center now be-  
comes shaky and in order to support it he  
must weaken his White squares.

(c) This is the crucial position of the  
whole variation. A game Bogoljubow-  
Dr. Euwe (Match 1928) now continued  
12 B-Q2, B-Kt5 (threatening to win a  
Pawn); 13 QR-Q (a faulty method of  
protecting the QB), PxP; 14 BPxP,  
Q-R4! winning the exchange.

(d) The text-move has been ac-  
claimed as a considerable improvement on  
12 Kt-Q2, Q-B2; 13 B-QR3, P-Kt3, 14  
PxP, B-QR3!; 15 KR-Q, PxP; 16 Q-Q5?,  
Kt-Kt5! (Kashdan-Bogoljubow, Bled  
1931).

But with correct play Black can main-  
tain the superior position.

(e) Bogoljubow avoids 13 . . . P-Kt3  
because of the seemingly powerful reply  
14 Kt-Kt5. But after 14 . . . B-Q2 Black

has an excellent game, as he threatens to  
exploit the weakness of the White squares  
by means of Q-R3 or Q-R5 followed by  
Kt-R4, and he can strengthen his pressure  
on the centre by KR-Q and P-K4. It is  
questionable whether White has any satis-  
factory counter-play to these plans.

(f) Here he could still get a good  
game by 14 . . . B-Q4; 15 QR-B, P-Kt3  
etc. The text-move is a grave error as it  
allows the inroad of White's Rooks.

(g) Black's reply is forced; 16 . . .  
R-Q4; 17 RxKt or 16 . . . B-Q4; 17 P-K4.

\* \* \*

**May—Opocensky**

1 P-Q4, Kt-KB3; 2 Kt-KB3, P-KKt3;  
3 P-B4, B-Kt2; 4 Kt-B3, P-Q3; 5 P-KKt3,  
O—O; 6 B-Kt2, QKt-Q2; 7 O—O, P-K4;  
8 P-Kt3, R-K; 9 P-K3? (a), P-B3 (b);  
10 PxP (c), PxP; 11 B-Kt2, Q-B2, 12  
Q-B2, Kt-B4! (d); 13 P-K4, B-Kt5 (e).  
Slight advantage for Black.

(a) Causes a weakness on the White  
squares, and in any event it is out of  
place after the fianchetto of the KB.  
White was evidently afraid of P-K5-K6,  
but 9 P-K4! would have served the same  
purpose as the text-move, giving White  
at the same time a very superior position.

(b) This frequently creates a critical  
weakness on the Q file, but Black has no  
other method of getting his Q in play.

(c) Certainly meeting his opponent  
half-way! He frees Black's game, gives  
him a good square for his Kt, and cedes  
him the Q file.

(d) Black has overcome the difficul-  
ties of the opening. He threatens P-K5  
followed by Kt-Q6, which practically for-  
ces White's next move.

(e) Black can now bring his Kt to K3  
and threaten Kt-Q5.

\* \* \*

**Pirc—Opocensky**

1 P-Q4, Kt-KB3; 2 Kt-KB3, P-KKt3;  
3 P-KKt3, B-Kt2; 4 B-Kt2 (a), P-Q3;  
5 P-B4, QKt-Q2; 6 Kt-B3, O—O; 7 O—O,  
R-K; 8 P-Kt3, P-K4; 9 B-Kt2 (b), P-B3



(c); 10 P-K4, Q-B2; 11 Q-Q2 (d), P-QR4; 12 KR-K, Kt-Kt3; 13 QR-Q, B-Kt5; 14 PxP, PxP; 15 B-QR3! QR-Q; 16 B-Q6. White has a positional advantage.

(a) The order of White's moves has not been very precise as his opponent could equalize now with 4 ... P-Q4, for example: 5 P-B4, P-B3; 6 PxP, PxP; 7 O-O, O-O; 8 Kt-B3, Kt-B3; 9 Kt-K5, KtxKt; 10 PxKt, Kt-K5 (Samisch-Grünfeld, Carlsbad 1923).

(b) Rightly disregarding the "threat" of 9 ... P-K5? 10 Kt-KKt5, P-K6; 11 P-B4!

(c) The same mode of development as in the previous game, but Pirc's superior treatment of the opening soon gives him the better game.

(d) This, followed by QR-Q, assures White's control of the Q file.

\* \* \*

### Flohr—Bogoljubow

1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, B-Kt2; 4 P-K4, P-Q3; 5 Kt-B3 (a), O-O; 6 B-K2 (b), QKt-Q2; 7 O-O, P-K4; 8 P-Q5, Kt-B4; 9 Kt-Q2, P-QR4; 10 Q-B2, B-Kt5 (c); 11 Kt-Kt3, BxB; 12 QxB, QKt-Q2 (d); 13 B-K3, P-R3; 14 Kt-B, Kt-R2?; 15 Kt-Q3, P-KB4? (e); 16 PxP, PxP; 17 P-B4! P-K5; 18 Kt-B2 with considerable advantage for White (f).

(a) An excellent alternative is 5 P-B3!

(b) 6 P-KR3 is probably better, in order to prevent Black from exchanging his useless QB. Strangely enough Bogoljubow disregards this opportunity.

(c) This turns out badly. Nimzovitch recommends 10 ... Kt-K; and if 11 Kt-Kt3, P-B4; 12 KtxKt, PxKt followed by Kt-Q3.

(d) 12 ... KtxKt was better. After the text-move Flohr is able to execute a very finely thought out manœuver with his Kt.

(e) A positional blunder which is cleverly refuted by White.

PART II ... P-K3

### Rohacek—May

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-QB3, B-Kt5; 4 Q-B2, P-Q4; 5 PxP, PxP (a); 6 B-Kt5, P-B3 (b); 7 P-K3, P-KR3; 8 B-R4, QKt-Q2; 9 B-Q3, O-O; 10 Kt-B3, R-K; 11 O-O, B-K2; 12 B-Kt3, Kt-B (c); 13 Kt-K5. White has a much freer game.

(a) Much better is 5 ... QxP! The text-move is too passive.

(b) The text-move transposes the position into the Orthodox Defence, where Black's initial disadvantage is increased by the subsequent loss of a tempo (11 ... B-K2). Hence the more aggressive 6 ... P-B4 deserves the preference.

(c) 12 ... Kt-R4?; 13 KtxP.

\* \* \*

### Spielmann—Flohr

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-QKt3; 4 P-KKt3, B-Kt2; 5 B-Kt2, B-Kt5ch; 6 B-Q2 (a), BxBch; 7 QxB, P-Q3; 8 O-O, QKt-Q2; 9 Kt-B3, Kt-K5; 10 Q-K3, KtxKt; 11 QxKt, O-O; 12 KR-K, B-K5 (b); 13 Kt-Q2 (c), BxB; 14 KxB, P-QB4; 15 Kt-B3, Q-B2; 16 QR-Q. White has a slight edge (d).

(a) A good variant is 6 QKt-Q2, for example ... O-O; 7 O-O, KBxKt; 8 QxB, P-Q3 (Kashdan-Reshevsky, Pasadena 1932).

(b) An interesting idea: it is clear that White wishes to play P-K4, after which Black's Bishop would be badly placed. The idea of text-move is to allow P-K4 only after the exchange of Bishops.

(c) A clever way of upsetting Black's plan has been employed by Bogoljubow against Nimzovitch in analogous positions, namely B-B! or B-R3, followed by Kt-Q2, P-K4, and B-Kt2.

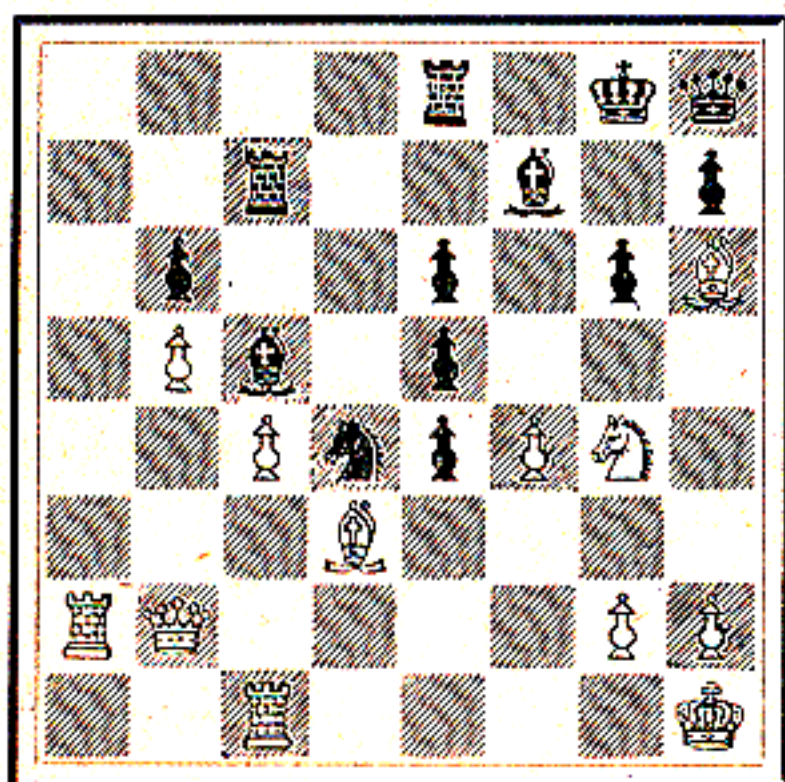
(d) Black's QP is somewhat weak but it can be easily defended.



# MISTAKES OF THE MASTERS

By Lester W. Brand

BERNE, 1932  
NAEGELI



HENNEBERGER

*White to play and win*

Most of the time winning the queen for two of your minor pieces is a sure win. Sometimes it's a sure loss!

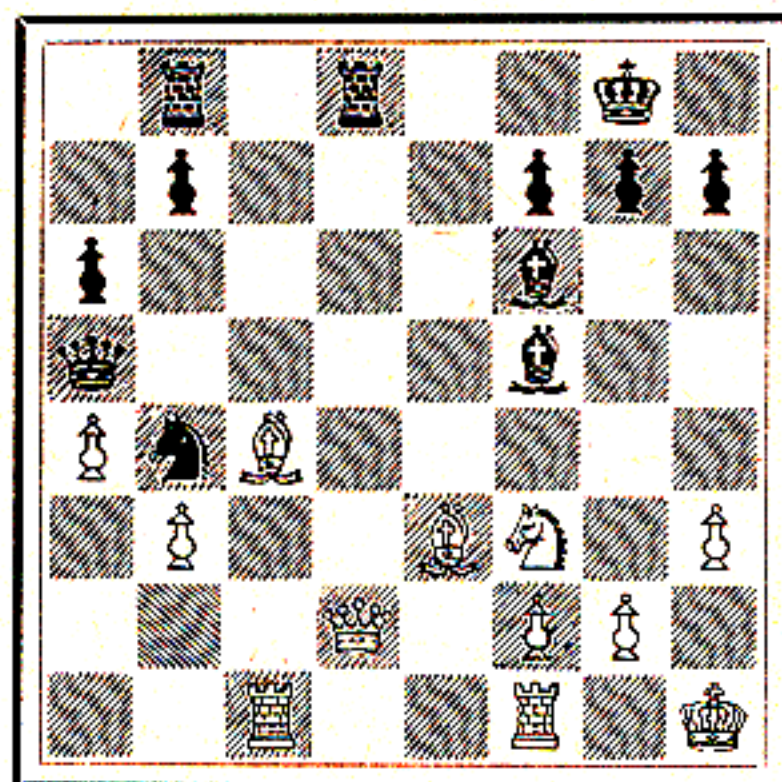
In this position Henneberger had an almost certain win by playing BxP. Instead he decided to win his opponent's stalemated queen. But he failed to reckon with the two central supported passed pawns that Naegeli got.

Here's how Henneberger won the queen and lost the game:

38 PxP?	PxB
39 Kt-B6ch	QxKt
40 PxQ	P-K4
41 B-K3	R-Q2
42 Q-KB2	P-K5
43 R-KB	Kt-B4
44 BxB	PxB
45 QxP	P-K6

A sad story, mates. Much too sad to continue.

LONDON, 1932  
(BRITISH CHAMPIONSHIP TOURNEY)  
GOLUMBEK



JACKSON

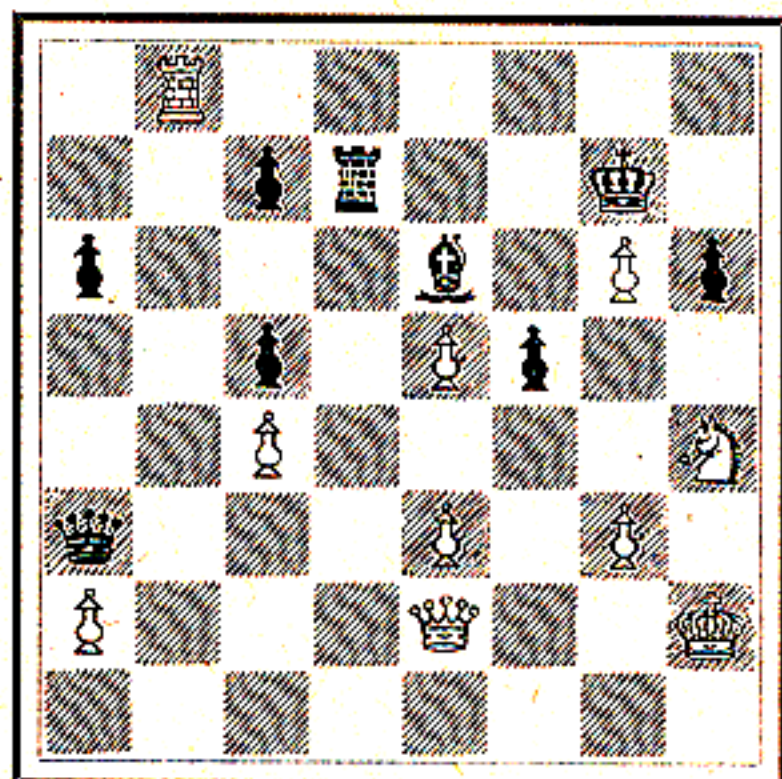
*White to play*

23 Kt-Q4? (Pins should be avoided, not courted!) R-Q2? 24 P-KKt4! B-Kt3 25 Kt-B6! The piece thus was saved and the game was ultimately drawn.

An immediate win was possible for Black by 23 ... RxKt! followed by 24 ... R-Q. Only a bit better than 23 ... R-Q2? was 23 ... R-Q3, also with the laudable intention of doubling up rooks. White would play 24 Q-B3 so that he could answer 24 ... QR-Q with 25 B-Q2.

\* \* \*

HASTINGS, 1933  
R. P. MICHELL



SIR G. A. THOMAS

*White to play and win*

White has excellent attacking prospects, but he must act quickly, as Black is threatening Q-B6 and R-Q7. He played 30 Q-R5, but lost after QxPch; 31 K-R3,

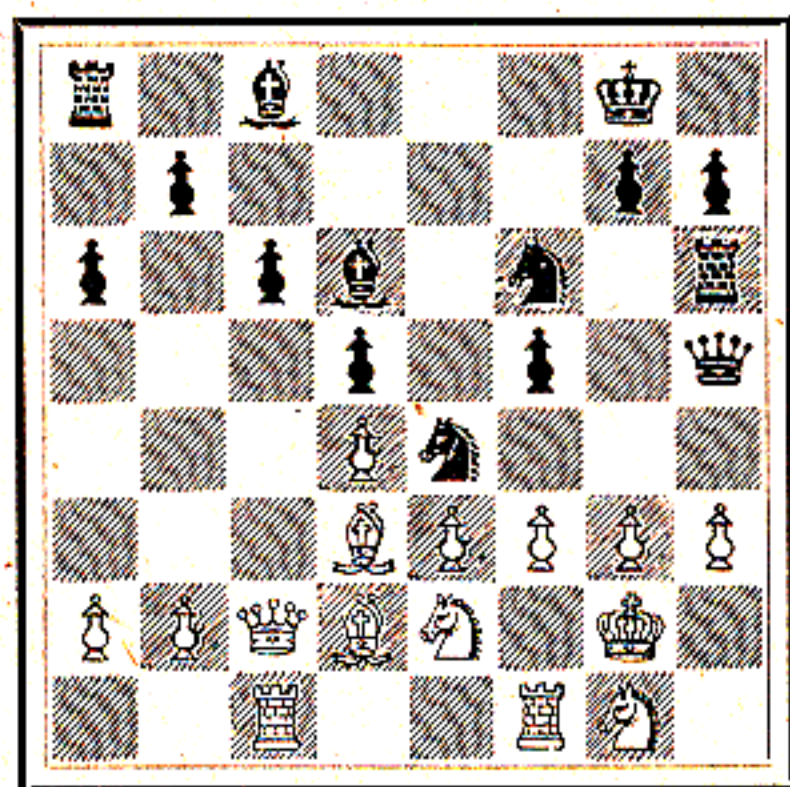


Q-KB7! (not P-B5ch, 32 Kt-B5ch wins). White had nothing better than Q-B3, and in the ending he had the worst of it.

In the diagram position White wins. 30 R-K8! attacking the bishop which cannot retreat. If B-Kt; 31 KtxPch, KxP; 32 Q-Kt4ch; and mate next move. Black's best is 30 ... Q-B6, then 31 RxB!, R-Q7; 32 KtxPch, K-B; 33 P-Kt7ch, K-B2; 34 R-B6ch. White must queen with check, and obtain an early mate.

BERNE, 1932

S. FLOHR



H. JOHNER

*Black to play and win*

The game: 18 ... KtxB; 19 QxKt, R-Kt3; 20 Kt-B4, BxKt; 21 PxP, Q-R5; 22 Kt-K2, Kt-R4; 23 Q-K, RxBch; 24 KtxR, KtxPch; 25 K-Kt, KtxPch; 26 K-Kt2, Kt-B5ch; 27 K-Kt, Kt-R6ch. Drawn.

The pretty sacrificial win of 18 ... P-B5 was missed by Flohr. As proof I offer these two variations:

(a) 18 ... P-B5!; 19 PxKt, BxPch; 20 KtxB (or 20 K-B2, Kt-Kt5ch; 21 K-K, BxR; 22 KxB, Q-R7!; 23 K-K, PxKP; 24 B-R5, BxKtPch); 20 ... QxKtch; 21 K-B2, Kt-Kt5ch; 22 K-K, PxKP; 23 B-R5, BxPch; 24 KtxB, QxKtch; 25 K-Q, R-R7; 26 Q-Kt3, Kt-B7ch and wins.

(b) 18 ... P-B5!; 19 P-KKt4, KtxKtP; 20 BPxKt (Kt4), BxP; 21 BxKt, PxP! 22 BxKP, BxPch; 23 KtxB, QxKtch; 24 K-B2, R-Bch. Or 20 PxKt (K4), BPxP!; 21 B-K, Kt-B7; 22 BxKt, BxPch; or 20 PxP, Kt-K6ch! and 21 ... BxPch and wins.

## ANALYTICAL COMMENT

Continued from page 23

### Pirc—Engel

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, B-Kt5ch; 4 B-Q2, Q-K2; 5 P-KKt3, P-QKt3; 6 B-Kt2, B-Kt2; 7 O-O, O-O? (a); 8 B-Kt5 (b), P-KR3; 9 BxKt, QxB; 10 P-QR3, B-K2; 11 Kt-B3, B-Q (c); 12 P-K4, P-Q3; 13 P-QKt4, Q-K2; 14 P-Q5, P-K4; 15 Kt-KR4, B-B; 16 Q-Q3, Q-K; 17 Kt-B5 with considerable advantage for White.

(a) An instructive blunder. Naturally he must exchange Bishops first.

(b) Also very good is 8 B-B4!, B-Q3; 9 BxB, QxB; 10 Kt-B3 and now 10 ... Q-K2; 11 Q-B2, P-Q3; 12 P-K4, P-K4; 13 Kt-Q5! (Tholfsen-Andersen, Hague 1928) or 10 ... R-B; 11 Q-Q3, P-B4; 12 P-K4, P-K4?!; 13 Kt-QKt5!, Q-K2; 14 PxKP, KtxP; 15 Kt-Q2, P-QR3; 16 Kt-Q6, resigns! (Grünfeld-Rozic, Rogaska-Slatina 1929).

(c) To make room for the Queen. Black's position is wretched, and he has nothing left to do but wait for White to administer the death-blow.

### Dr. Vidmar—Pokorny

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, B-Kt5ch; 4 B-Q2, Q-K2; 5 P-KKt3, P-QKt3; 6 B-Kt2, B-Kt2; 7 O-O, BxB; 8 QxB, P-Q3; 9 Kt-B3, QKt-Q2 (a); 10 Q-B2! (b), O-O; 11 P-K4, P-B4 (c); 12 QR-Q, QR-B (d); 13 P-Q5, with advantage for White.

(a) Black plays inexactly. Here he must play Kt-K5!

(b) Preventing Kt-K5 and making possible the advance of the KP.

(c) This is better than P-K4, which could be answered by Kt-Q5!

(d) Again revealing a lack of precision. First PxP, followed by QR-B would free Black's game a bit and give him some counter-play on the QB file all of which is prevented by Vidmar's next move.



## HELPFUL HINTS

**A**FTER the opening moves 1 P-K4, P-K4, White's plan is to develop his pieces and at the same time obtain a foothold in the center. In our first article we saw that neither 2 P-Q4 nor 2 P-KB4 was sufficient to obtain an advantage. White's most forceful move is 2 Kt-KB3. This not only places the knight on its most natural and strongest square, but is an immediate attacking move, threatening to win the black pawn. Black will be forced to defend himself, thus limiting his choice of moves. This illustrates an important principle in the opening. Whenever there is a choice of developing moves, play them in the order which will most annoy or obstruct the opponent, combining development with attack wherever possible.

Black now must either protect his pawn, or obtain a counter-attack on White's pawn. He has quite a number of moves to effect each of these objects. Some of them, however, can be quickly eliminated from consideration. For instance 2 ... P-KB3 would be very bad. It actually loses quickly by 3 KtxP! showing that the defense of the pawn was quite illusory. If he takes the knight, his fate is sad indeed. 3 ... PxKt; 4 Q-R5ch, P-Kt3; 5 QxKPch winning the rook. If 4 ... K-K2, 5 QxPch, K-B2; 6 B-B4ch. White will keep getting his pieces into play with gain of time through the direct attack on the king, which will have little rest.

After 2 Kt-KB3, if Black defends by B-Q3 or Q-K2, he is obstructing his own development. In the first case he prevents the useful P-Q3 or P-Q4, in the second case the queen blocks the bishop. Black will later have to untangle his pieces, while White can proceed serenely to obtain a free development. These moves are frequently made by players who do not understand the opening principles.

The object in the opening is to bring all the pieces into play early, and each move must pave the way for the development of the backward pieces.

The three most usual and strongest replies to 2 Kt-KB3 are Kt-KB3, P-Q3, and Kt-QB3. The first is the Petroff Defense, a typical defense by counter-attack. It requires some care on Black's part. After 3 KtxP, Black must not immediately capture the white pawn. If he does, 3 ... KtxP, 4 Q-K2! This move is not based on theory, as it obstructs the white bishop, but here it is most forceful and is justified by Black's weak move. Now if the black knight retreats, 5 Kt-B6 with discovered check will win the queen. We shall see many examples of the danger of opening a file on which the king is placed, as in this case. If Black protects his knight, 4 ... P-Q4, 5 P-Q3, Q-K2; (the knight still cannot move, so he attacks the white knight as his best chance) 6 PxKt, QxKt; 7 PxP. White will be a pawn ahead, as the black queen is pinned and cannot recapture. To avoid this difficulty, after the moves 1 P-K4, P-K4; 2 Kt-KB3, Kt-KB3; 3 KtxP, Black should first play P-Q3! 4 Kt-KB3, KtxP. Now if 5 Q-K2, Q-K2 and the game is equal.

If on the second move Black defends his pawn with P-Q3, he forms the Philidor Defense. This is sound, but gives him a rather backward game. White proceeds with 3 P-Q4, and if PxP, 4 KtxP, White has control of the center, and a definitely freer game. Rather than exchange pawns Black should play 3 ... Kt-KB3, a counter-attack similar to the Petroff Defense.

The strongest of all the defenses to 2 Kt-KB3 is Kt-QB3. It is the one move which fits our principal of development without interference with any other piece. The pawn is defended, and Black has some control over his square Q5, thus completely balancing the effect of the white knight at KB3.

In our next article we shall work out the continuations for this move.



# CONTRACT BRIDGE

By George Reith

THE cornerstone of the bidding structure is the first bid. The old idea was to open with high values in first or second position advancing the strength requirement for third and fourth positions. Recently the reverse practice has become popular in certain active circles. Dealer and second position players pass unless there is game prospect with even a very weak partner, while their partners in third and fourth position are expected to open the bidding with rather light values. Neither method is sound. The former provides an insecure foundation for the superstructure and limits penalizing opportunities, while the latter, besides causing the passing out of many strong hands, is also apt to result in confused partnership inferences.

I believe that the middle course is the correct one. Do not open first, second or fourth hand with values which are not re-biddable, while third hand may be shaded slightly. What is a re-biddable hand? Obviously, it must be one in which a sound second round bid can be visualized. I would classify sound opening bids as follows, the base being adequate defense value ( $2\frac{1}{2}$  quick tricks) and adequate constructive value ( $4\frac{1}{2}$  Playing Tricks) both being subject to fluctuation for cause:

1. With only  $4\frac{1}{2}$  Playing Tricks there should be in the whole hand an honor point count of at least 20 to permit a sound bid of 1 No-Trump on the second round. Examples:

♠ K 10 6 2  
♥ Q 3  
♦ A K 6 5  
♣ J 9 6

♠ K 7 4  
♥ A Q 8 6 4  
♦ Q 9  
♣ K 9 6

2. With  $5\frac{1}{2}$  or more Playing Tricks the point count content requirement of the whole hand may be reduced to 18 for either another suit can be bid or the first suit can be rebid. Examples:

♠ A Q 10 9 6  
♥ A J 6 4  
♦ 8 6 4  
♣ 2

♠ K J 8 6 4  
♥ A Q 8 6 4  
♦ Q 8  
♣ 9

3. With  $6\frac{1}{2}$  or more Playing Tricks, a skeleton point count of 16 is permissible as a base because of the suit rebiddable possibilities. Examples:

♠ A Q 9 6 4 3  
♦ 8 2  
♥ K Q 6 4  
♣ 6

♠ ———  
♥ K 4  
♦ A 9 8 7 6 4  
♣ A 9 7 6 5

With any of the above hands a forced second round continuation is visualizable, but with hands of even slightly weaker strength that continuation would offer a speculative problem.

In third position in rubber games and in both third and fourth position in duplicate play, opening bids may be shaded to the point of not containing the assured rebid. These shadings compensate the heightened requirement for first and second hand bids and when made, third or fourth hand must in turn be compensated by restrained responses from first or second position partners.

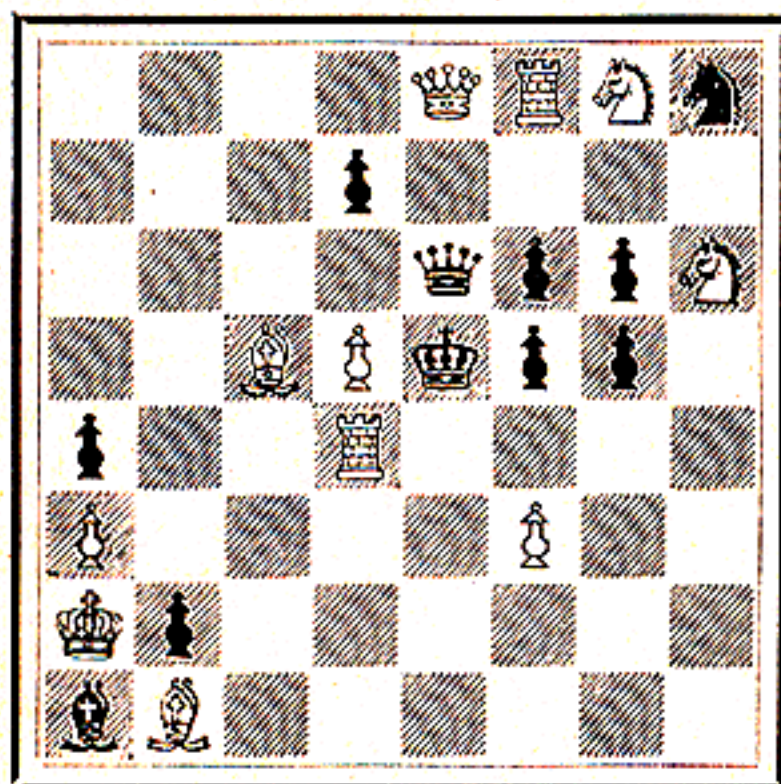
Except with the 4-3-3-3 suit distribution, suit bids should be preferred to No-Trump, especially with strong hands. The policy of opening very strong hands with irregular suit distribution as bids of one, two or three No-Trump is crude and inefficient. Slow approach bidding by naming suits and reverting to final No-Trump contracts when the pattern indicates that desirability is a far more effective way of arriving at the right contract.

Any suit bid as a bid of One and a suit bid as the second choice in a hand

Continued on page 32

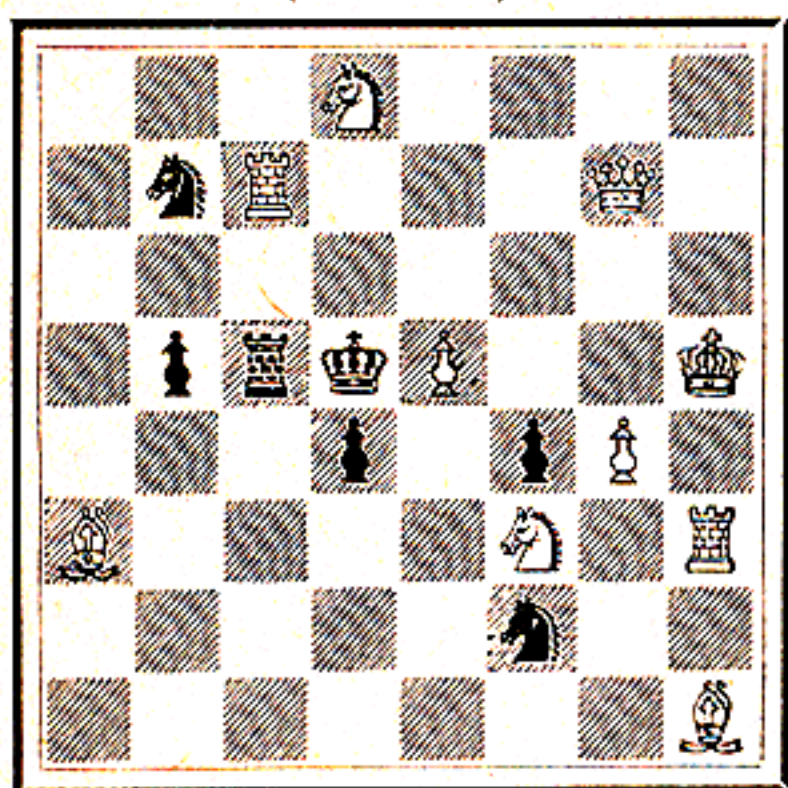


No. 25  
H. EICHHOLZ  
DETROIT, MICH.  
(ORIGINAL)



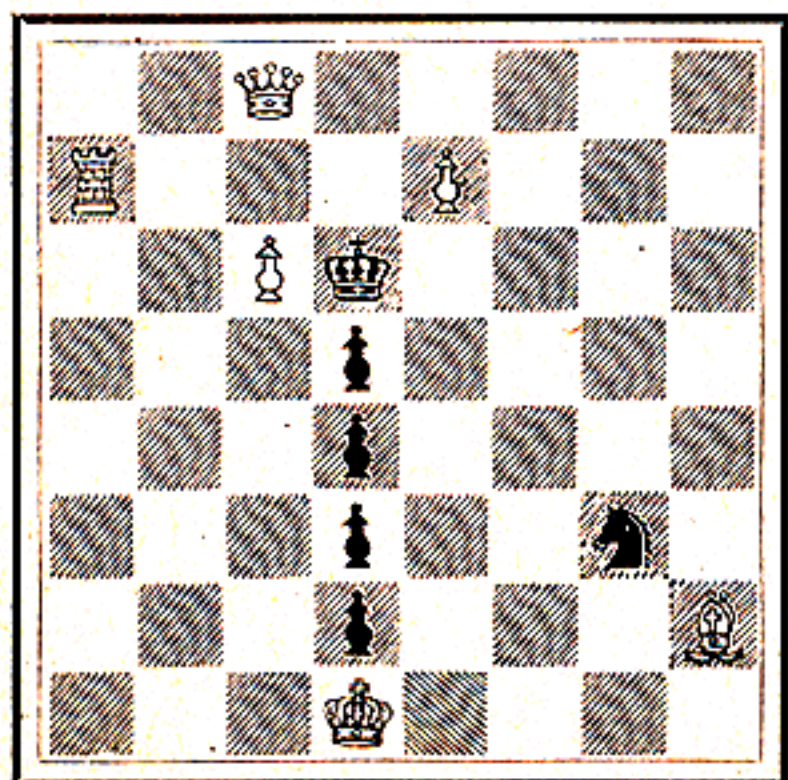
White mates in two moves

No. 26  
KENNETH S. HOWARD  
EAST ORANGE, N. J.  
(ORIGINAL)



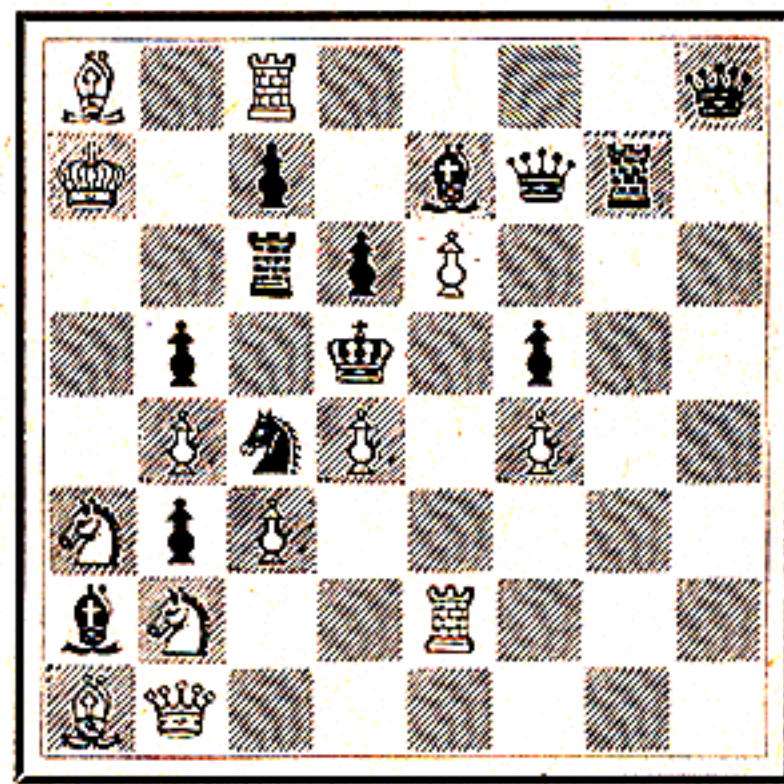
White mates in two moves

No. 27  
H. W. BETTMANN  
CINCINNATI, O.  
(ORIGINAL)



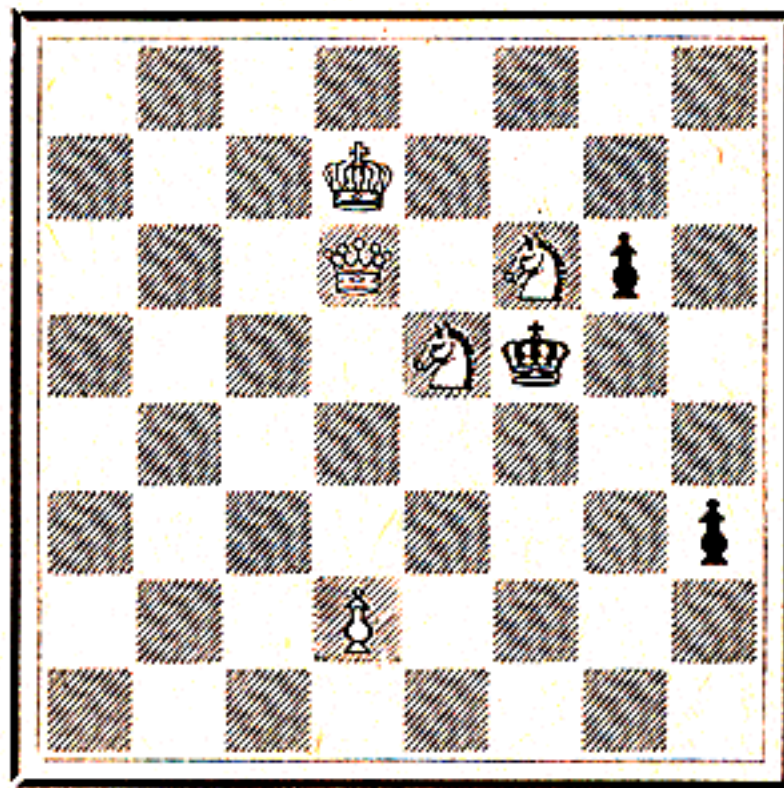
White mates in three moves

No. 28  
EGBERT DELPY, LEIPZIG  
DEDICATED TO ALAIN C. WHITE  
(ORIGINAL)



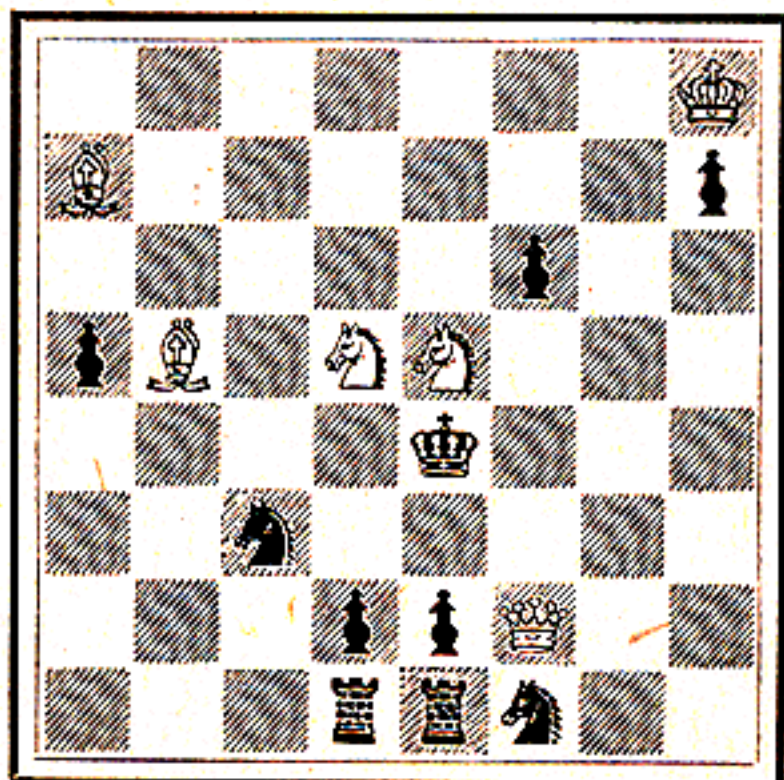
White mates in three moves

No. 29  
DR. GILBERT DOBBS  
CARROLLTON, GA.  
(ORIGINAL)



White mates in three moves

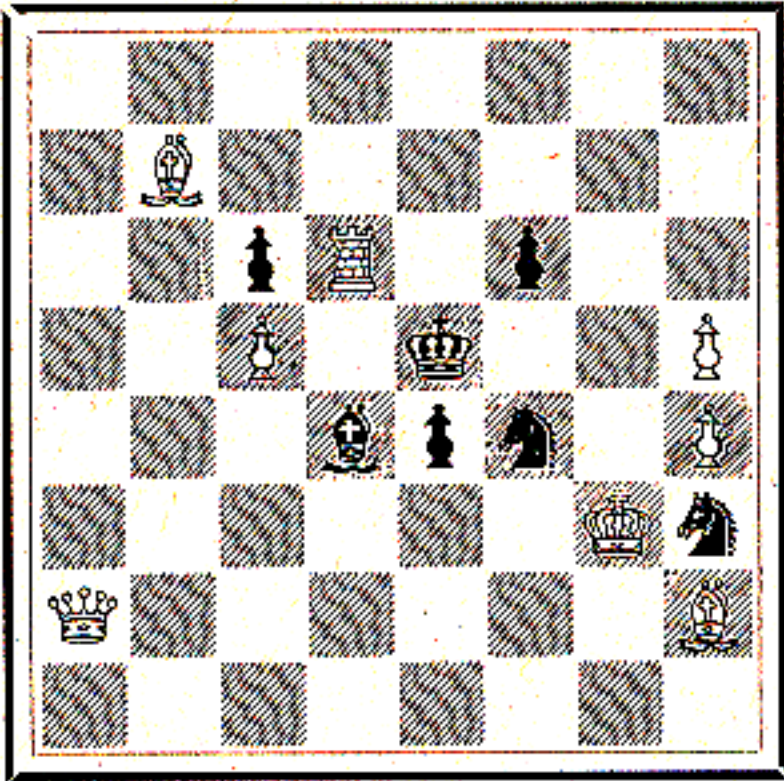
No. 30  
JOH. HANE  
KIEL, GERMANY  
(ORIGINAL)



White mates in three moves

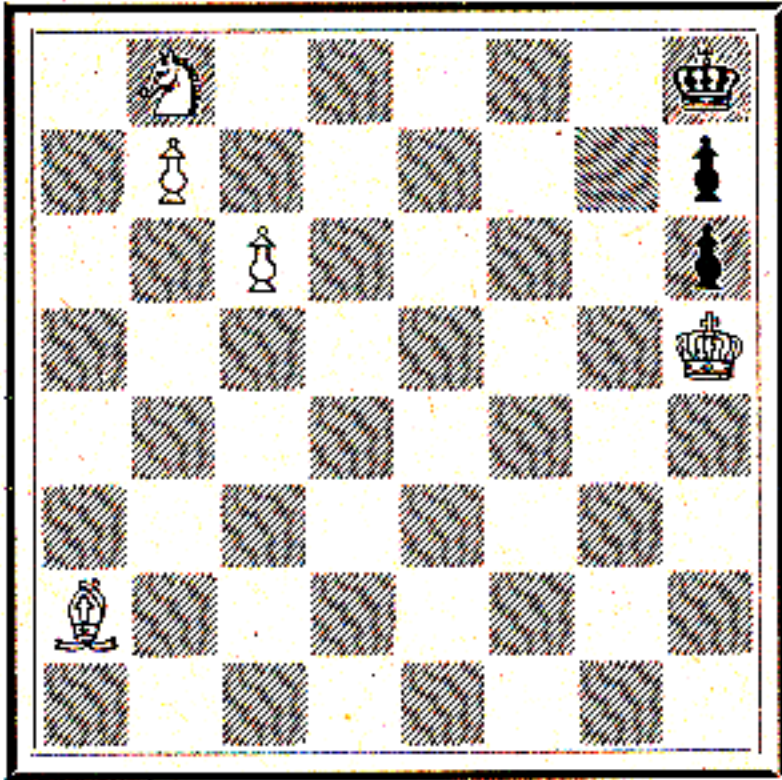


No. 31  
EUGENE McCARTHY  
ROCHESTER, N. Y.  
(ORIGINAL)



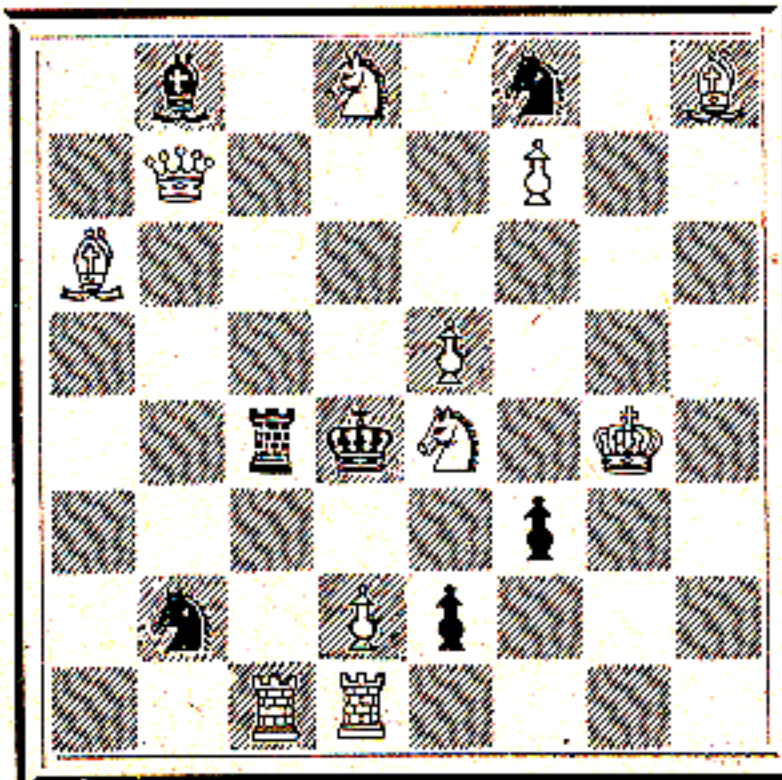
White mates in three moves

No. 32  
FRANK VAIL  
ROCHESTER, N. Y.  
(ORIGINAL)



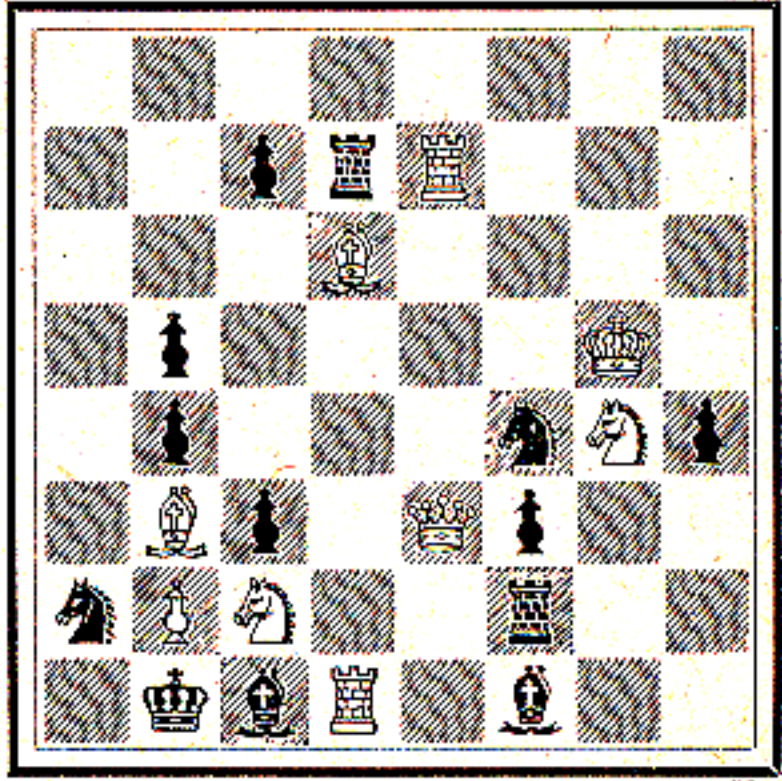
White mates in three moves

No. 33  
S. BOROS, BUDAPEST  
1ST PRIZE  
"BRISBANE COURIER," 1932



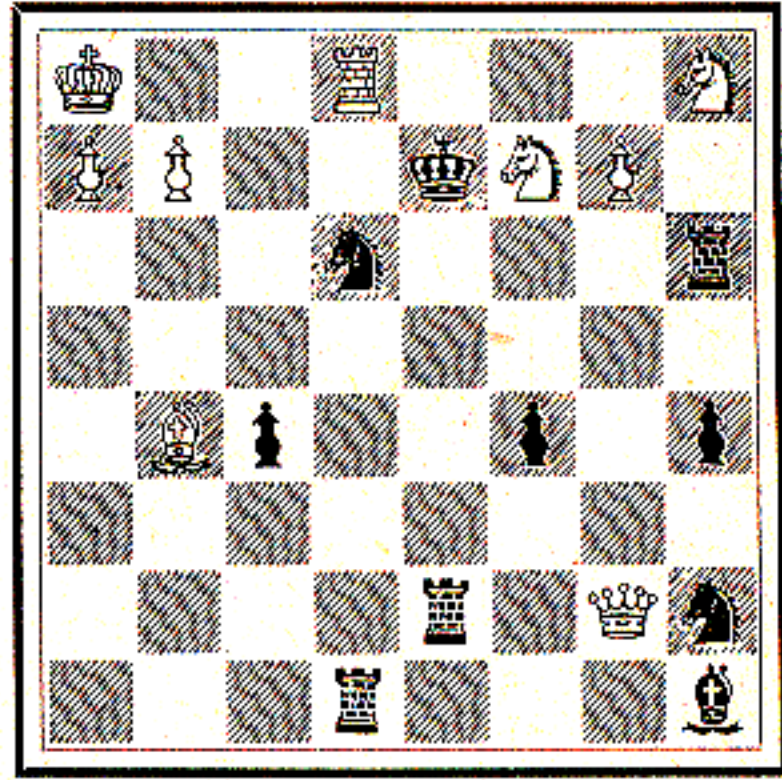
White mates in two moves

No. 34  
K. HANNEMANN  
"SKAKBLADET"  
JANUARY, 1933



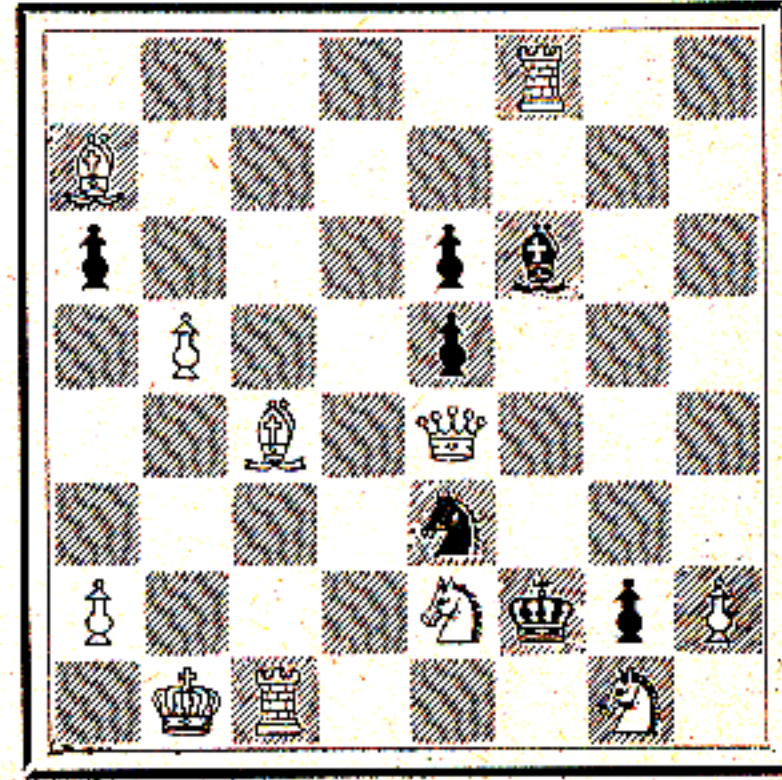
White mates in three moves

No. 35  
R. PRYTZ  
COPENHAGEN, DENMARK  
(ORIGINAL)



White self-mates in two moves

No. 36  
MIROSLAV SONKUP  
PARDUBICE, CZECHOSLOVAKIA  
(ORIGINAL)



White self-mates in five moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

**W**E want to acknowledge with heartfelt thanks the gratifying response our readers have made to our invitation to submit problems, solutions and suggestions. We hope to give them all the attention that is their due.

We note that some of our solvers are taking the trouble to indicate the mating move in their solutions. This is unnecessary. As pointed out in our February issue only the key move need be given in two movers, and in three movers, the key and White's reply to Black's first defensive move. In longer problems the same principle of scoring will be followed.

A champion of the miniature writes us on behalf of his favorites. We doubtless have enthusiasts for the middle weight problem and those, too, who favor complex heavy weights. A voice for the self-mate has already been heard and one enthusiast demands a place at the table for all the fairy problems. These doubtless all have their place in chess and they shall have their occasional representation. In the Review the direct problem in two and three moves will predominate. Problems of greater length will have their place. Self-mates and Fairy problems and other oddities will all be allowed to tell their own stories but they will not be permitted to talk too much.

## Our Problems this Month

With No. 25 we are glad to introduce Mr. Eicholz to our solvers. He is one of the founders of the German chess publication "Die Schwalbe," and a composer of some excellent two movers. He is much devoted to the intricacies of our modern complex two move tasks, such as

changed focal points, pure waiters involving unpinning keys, etc.

No. 26 has a fine thematic key and three unusual flights. Since sending us this problem Mr. Howard has discovered No. 33, a recent prize winner. The similarities between the two positions will be noted. Mr. Howard after discussing the two positions concludes with "It seems to illustrate how some themes have certain constructive limitations which are more closely approached the more carefully the setting is worked out."

No. 27 is a fine echo in three move form of a familiar two move ending. In spite of the black pawns the position is remarkable clean.

No. 28 is a complex arrangement.

No. 29. After a long period of ill health Dr. Dobbs is again restored to the admirers of his chess problems.

Nos. 30 and 31. Two Rochester composers make their bow.

No. 34. Certainly a remarkably fine and complex outgrowth of Kipping's Dutch East Indian prize winner of 1928. Hannemann has made the discovery come from the bishop instead of the rook, the result is quite amazing. The black knight forces eight variations, seven of them of the interference type! It is a real treat to play over the moves. The interpositions on K3 and B4 by the four white pieces are charming, and the problem is a masterpiece.

No. 35. Another interesting study of unpins in the self-mate form.

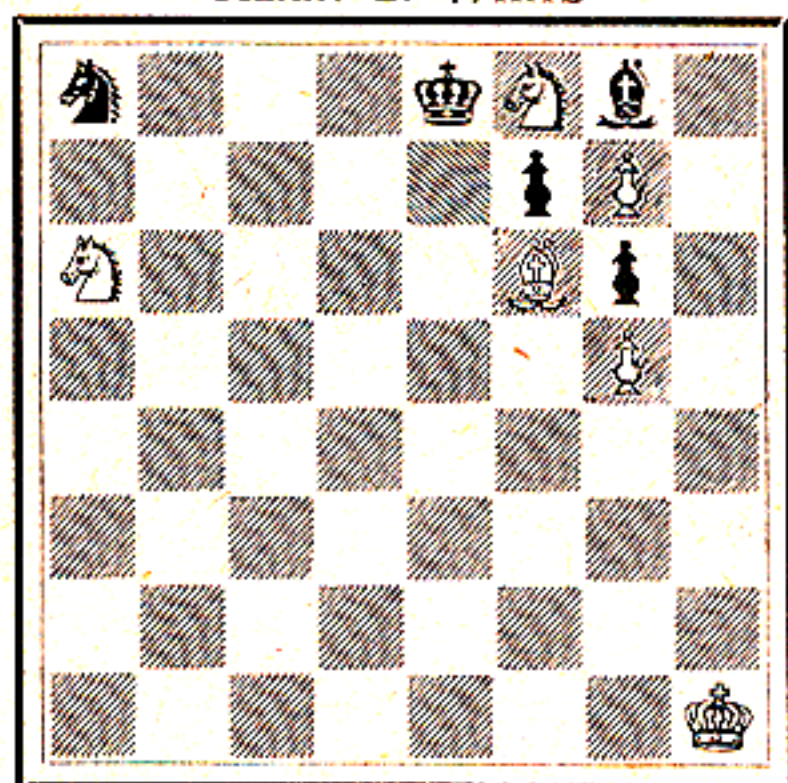
## Informal Task Contest

Mr. Alain C. White has been kind enough to suggest a constructive test for the Chess Review composers to wrestle



with. We quote freely from his letter. "I am indeed out of composing practice. I got an idea from looking over Przepior-ka's new book. My idea is to make the white King go from one corner of the board diagonally to the other corner. P. has one where the King goes from one corner to another corner laterally distant. My plan can be carried out very simply and with no merit as shown in Diagram A.

Diagram A  
ALAIN C. WHITE

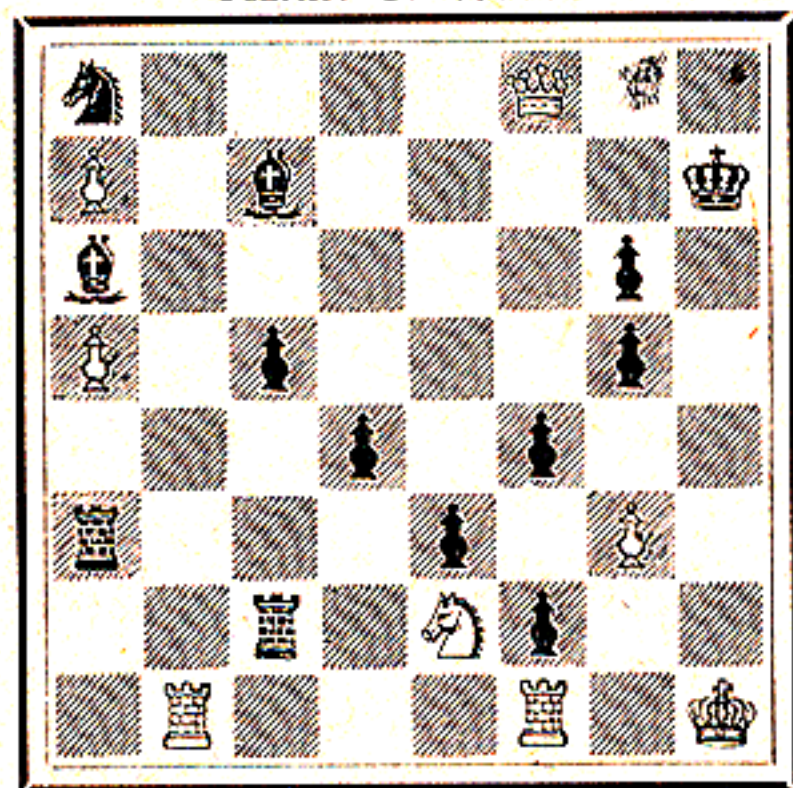


White mates in 8 moves

1 K-Kt2, 2 K-B3, etc., till 7 KxKt, 8 Kt-B7 mate.

But it should be done subject to black checks, and the odd clearance of the KR1 to QR8 line, in the by-play. But my setting (B) is cooked in a few moves by the obvious 1 R-Kt8.

Diagram B  
ALAIN C. WHITE



White mates in nine moves

1 K-Kt2, B-Kt2ch; 2 RxB, P-B6ch; 3 KxP, P-Kt5ch; 4 K any, R-R8; 5 RxR, R-B8; 6 RxR, P-B8=Q; 7 RxQ, P-Kt4; 8 R-Rch, K-Kt3; 9 R-R6 mate. If 1 ... P-B6ch, 2 KxP, BxKtch;

3 K-K4, B-Q6ch; 4 K-Q5, B-B5ch; 5 K-B6; B-Kt4ch; 6 K-Kt7, B-R3ch; 7 KxKt, B-Kt2ch; 8 RxB, R-R8; 9 RxB mate.

The one way I can see to correct it is to have an introductory move, say R from QR to QKt, with the present cook as threat. Then a check defense, say P to Kt7ch and the entire white King march made under check compulsion. It would be quite a stunt to perfect this. If you care to use it as a constructive test in the new CR, I shall be delighted to offer a book prize for the best sound rendering submitted."

Our composers are invited to sharpen their wits and master the task submitted. Entries will be received up to May 10th.

## Problem Tournaments

Tijdschrift van den Nederlandchen Schaakbond—1933 contributions received. 3 move section—three prizes, F20, F15, F10. Judges, E. J. Vandenberg and Jos. Opdenvord. 2 move section, three prizes, F12.50, F10, F7.50. Judges G. H. Drese and F. W. Nanning.

Brisbane Courier. 2 movers—2 Prizes. Time for entry closes September 30, 1933. Address Chess Editor "Brisbane Courier" Brisbane, Queensland.

The Sports Referee. 2 movers. Time for entry closes June 30, 1933. Address "The Sports Referee," Brisbane, Queensland.

## Solver's Ladder

We wish to remind our solvers that beginning with the April number we shall run a solver's ladder. A book prize will be awarded for the leading score each month. The winner will then be placed at the bottom of the ladder, and allowed to resume his rise. Solutions to the January and February problems will still be accepted up to the middle of this month. Comments on problems are also invited, and will be published as far as space permits.



# Welcome Stranger

The Chess Review is preparing a service which will be useful to chess players who have occasion to travel about. They will occasionally find themselves in a town with no contacts and nothing in particular to do to pass the time. If they knew where to find a chess club, that would be the ideal way to break the monotony of a journey. If anyone planning a trip wishes the location of chess clubs in any

cities he expects to pass through, we shall be glad to furnish all the information at our disposal. To facilitate this work, Secretaries of chess clubs are urged to communicate with us, giving their days and hours of play. We have always found these clubs very hospitable to strangers. These accidental contacts are very stimulating and have done much to advance the cause.

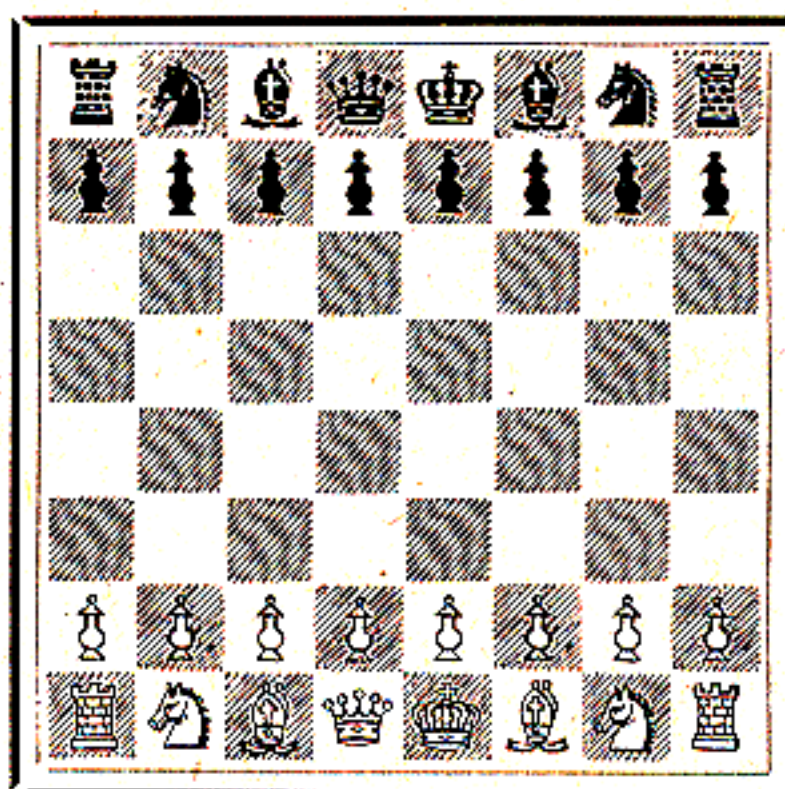
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## CONTRACT BRIDGE

Continued from page 27

are assumed to be 4-card suits, until subsequent rebids or bids of other suits confirm or imply that they are of greater length. Each rebid of an unsupported suit implies greater length. Minimum implications of biddable suits are as follows:

- 4-card Majors headed by K Q or A J
- 4-card Minors headed by Q or J 10
- 5-card Majors or Minors headed by Q
- 6-card Majors or Minors any quality

Reference was made to preparation for the Opening Bidder's forced continuation. A compulsory response would be a reply to partner's takeout by a bid of One in

a higher ranking suit (The One Over One Convention) or by a jump bid in a lower ranking suit. A strong invitation to continue would be implied by a jump bid in No-Trump or by a double raise in the suit bid. A less urgent invitation would be implied by a bid of Two in a lower ranking, by a raise to Two in the suit bid, or by a bid of One No-Trump. Forced replies to the One Over One take-out or to the jump force must be inherent in the Opening Hand. Continuation after the other replies from partner should be based upon the surplus values which the Opening Hand holds and which, if not held, should not be bid.



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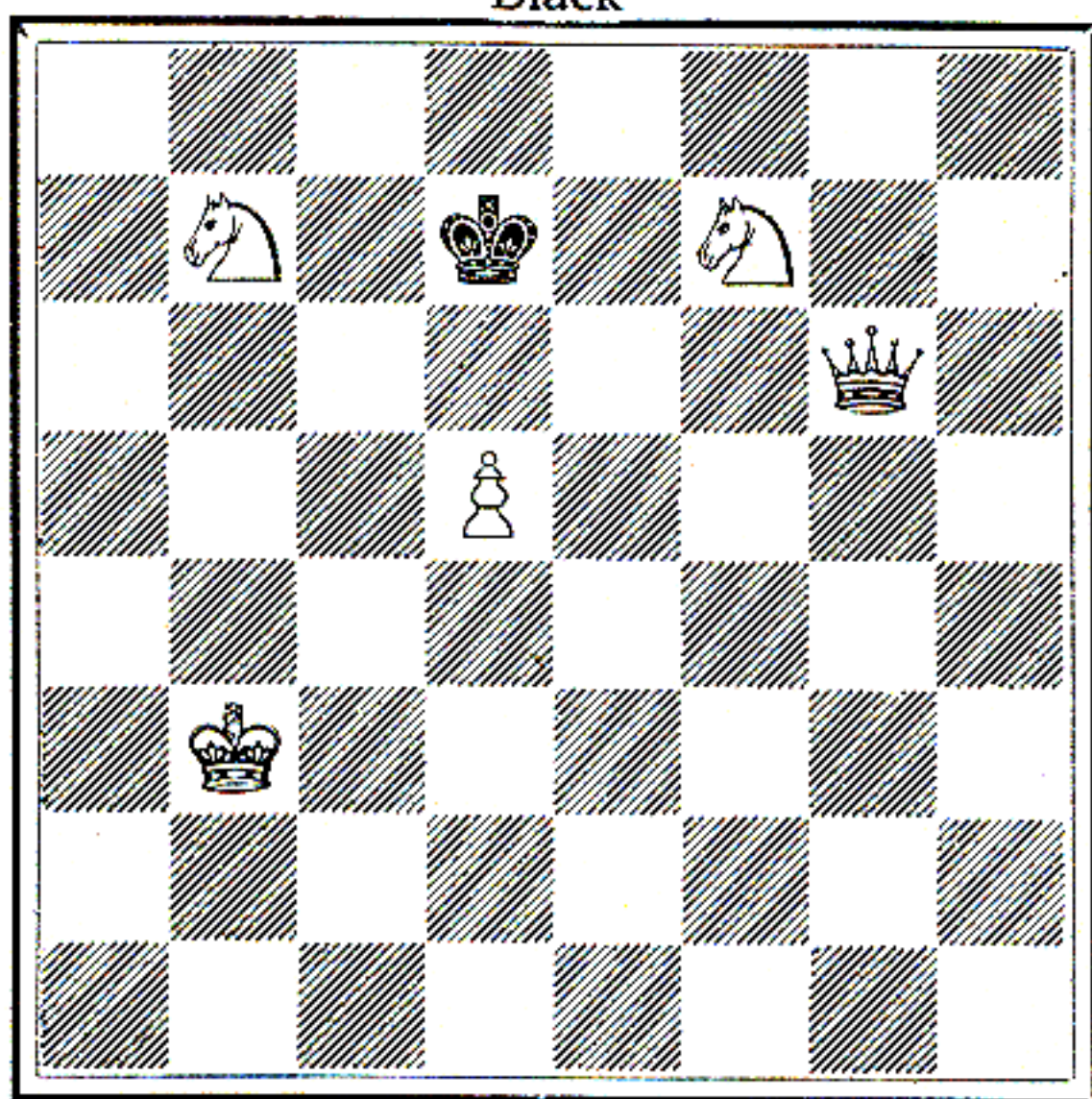
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# *The* CHESS REVIEW

Black



White

WHITE MATES IN THREE MOVES  
By FRANK M. TEED

E D I T E D B Y I . K A S H D A N

IN THIS ISSUE:

KING WANDERINGS — — — — — IRVING CHERNEV  
WHY WE PLAY CHESS — — — — — BARNIE F. WINKELMAN  
PROBLEM REVIEW — — — — — OTTO WURZBURG

APRIL, 1933 - - - MONTHLY 25 cts. - - - ANNUALLY \$2.50



# *The* CHESS REVIEW

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*Published Monthly*

APRIL, 1933

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BARNIE F. WINKELMAN - - - - -	LESTER W. BRAND



# NEWS OF THE MONTH

The United States Chess Team Committee, which, in cooperation with the National Chess Federation, is striving to have a representative American Team at Folkestone this summer, has been active in the cause. The first step has been to send an appeal for subscriptions to a large body of chess players. A copy of the letter follows:

*Dear Sir:*

*You will remember the Summer of 1931 in Prague when America won the Chess Team Championship from eighteen rival countries. Among the competitors were such players as Alekhine, Rubinstein, Bogoljubow, Tartakower, Spielmann, Maroczy, Flohr, Sultan Khan, and others. It was a proud moment for American Chess.*

*This year's International Team Tournament will be played at Folkestone, England between June 12th and 26th. We must defend the cup. We must send the strongest team at our disposal. Frank J. Marshall and Isaac Kashdan, stars of the former team, are with us again, enthusiastic in their support of American Chess. To determine who the other three contestants shall be, we are arranging a Tournament to take place in New York City during the early part of May. There are many brilliant young Chess experts anxious to fight for the United States, in defense of the Cup.*

*All the five members of the Team go as amateurs without any compensation whatever. All they require are their traveling expenses. These must be raised from the American lovers of Chess. Your subscription to this fund will be thankfully received and gratefully acknowledged.*

*Please make your check payable to the order of Alfred A. Link, Treasurer. Address all communications to the Secretary, Mr. James R. Newman, 551 Fifth Ave., New York City. A list of contributors and a full statement will be published in the American Chess Bulletin and in the Chess Review.*

*Yours very truly,*

*Harold M. Phillips,  
Chairman.*

This is a stirring and worthy cause, which should ensure the support of every American interested in the game.

\* \* \*

I. A. Horowitz won an unexpectedly easy victory over A. W. Dake in their ten game match at the Manhattan Chess Club. The final score was 4—0 in favor of Horowitz, and four draws. The remaining two games were not played, as they could not affect the issue.

The first three games were drawn, with Dake having had the better of every one. The break came in the fourth, which Dake lost very early, and then he apparently collapsed. Horowitz won the next two games, and after drawing the seventh, the last one as well, in fairly easy style.

\* \* \*

Harold W. Snowden, 17 year old East Orange lad, won the New Jersey Chess Championship in the tournament held at the Newark-Rice Chess Club. He scored five consecutive wins against strong opposition. He beat J. W. Brunnemer, the defending champion, in the first round, and nothing could stop him thereafter.

\* \* \*

After seven rounds of the 37th annual Pennsylvania State Championship Tournament, N. T. Whitaker was leading with the clean score of 7—0. It is an elimination tournament, and the only others remaining are H. Morris, 6—1, and D. G. Weiner, 5—1.

\* \* \*

The Beverly Hills Chess Club is leading with a clean slate of 4-0 in the tournament for the Southern California Chess League Championship. With G. S. G. Patterson, Dr. R. B. Griffith, Austrian, and C. J. Gibbs manning the top boards Beverly Hills is well represented, and is favored to win.

\* \* \*

G. S. Barnes of Minneapolis successfully defended his title in the 36th Annual Minnesota State Chess Tournament last month. J. R. Towne was second, and Dr. W. H. Rowe took third place.



The Metropolitan Chess League of New York is approaching its most interesting stage, when the leaders begin to meet each other. The important matches left are Manhattan vs. Empire City on April 1, Marshall vs. Empire City on April 8, and in the final round, Marshall vs. Manhattan on April 15. The standing of the teams after the eighth round follows:

Club	Matches	Games
Manhattan .....	8-0	55½-8½
Marshall .....	8-0	48½-12½
Empire City ....	7½-½	47½-16½
Hungarian .....	5½-2½	35-29
West Side .....	5-3	35-27
City College ....	4½-3½	36-27
International ....	3½-4½	29½-32½
Scandinavian ...	3-5	28½-35½
Queens .....	2-6	19½-44½
New York Univ.	1-7	13½-48½
Caissa .....	0-8	19-42
Columbia .....	0-8	9½-53½

\* \* \*

The Bell Telephone Co. has gained the honors in the Commercial Chess League of New York, winning the annual tournament with a score of 6-1. Brooklyn Edison was second with 4½-1½.

\* \* \*

José R. Capablanca is due to arrive at Los Angeles on April 1. He has engagements there for two weeks. On April 14 he is leaving for El Paso, and expects then to proceed to Mexico for a short tour. He will return to the States with New York as his goal, where he should arrive some time in May.

\* \* \*

We have received the March issue of the C. C. L. A. Bulletin of the Correspondence Chess League of America. It is very tastefully gotten up, with a number of new features including cartoons and shorts on various chess topics. The new Secretary, Walter F. James, 2512 First Avenue So., Minneapolis, promises lots of activity. The League should prosper under his spirited guidance.

\* \* \*

The North American Correspondence Chess League, which is run in connection

with the *Chess Reporter*, is starting a number of new tournaments, and reports increased activity. The Evans Gambit has been selected for the March Gambit Tournament. All interested can address the League at 9441 Wilshire Boulevard, Beverly Hills, Cal.

\* \* \*

An International Tournament is announced to take place at Brunn, Czechoslovakia, early in April. Among the masters invited are S. Flohr, A. Nimzovitch, R. Spielmann, L. Steiner, A. Rubinstein, V. Pirc and A. Lilienthal. This is the most important tournament so far this year, and promises to produce some good chess.

\* \* \*

Rudolph Spielmann, the Austrian master, had an extended tour in Sweden recently. During his stay he contested several matches with the younger Swedish experts, with varying success. He beat G. Stoltz by 4½-1½, but shortly after lost to E. Lundin by 3½-2½, and also to G. Stahlberg, 5-3. The large number of simultaneous exhibitions which Spielmann undertook were undoubtedly a contributing cause of these reverses.

\* \* \*

S. Koshnitsky of New South Wales won the Championship of Australia, with the fine score of 11-2. He didn't lose a game. The runners-up were F. A. Crowl and W. S. Viner, each 10-3. C. J. S. Purdy, Editor of the *Australasian Chess Review*, was apparently out of form, and only finished in a tie for sixth.

\* \* \*

Chess Review announces a good will tour on the part of I. A. Horowitz, our Associate Editor. He has arranged a number of exhibitions in clubs in New York City and the vicinity. There is no charge for his services, the only stipulation being that the Secretary make every effort to have a good crowd. Our idea is to stimulate chess interest, in which we hope to have the support of the clubs.



## KING

## WANDERINGS

By Irving Chernev

A BRILLIANCY in King wanderings is the following played in a New York tournament:

## FRENCH DEFENSE

## Langleben

White

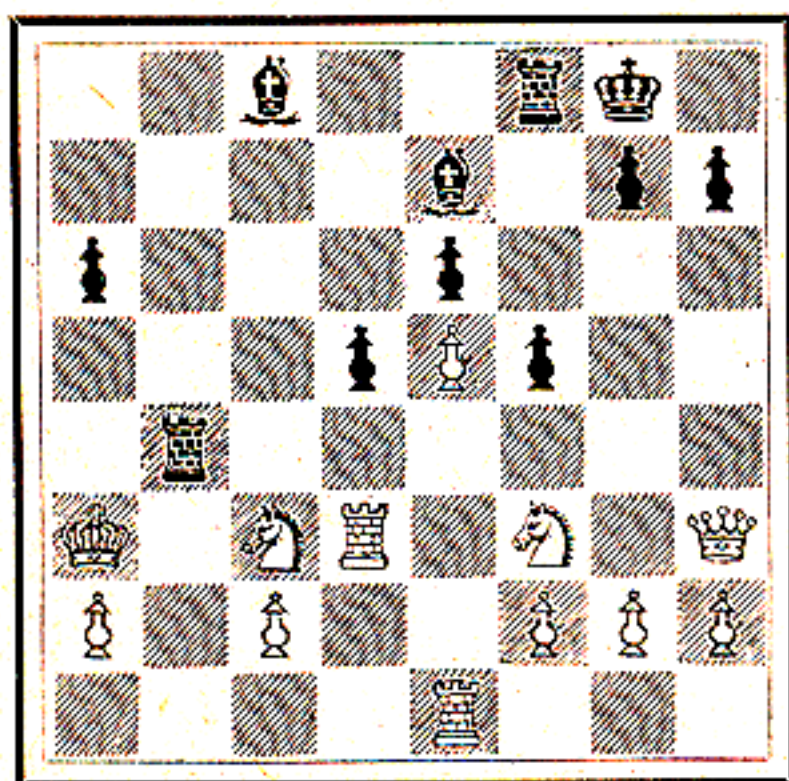
- 1 P—K4
- 2 P—Q4
- 3 Kt—QB3
- 4 B—KKt5
- 5 BxKt
- 6 P—K5
- 7 Q—Kt4
- 8 B—Q3
- 9 Q—R3
- 10 Kt—B3
- 11 PxP
- 12 O—O—O
- 13 BxKtP
- 14 KR—K
- 15 B—Q3
- 16 P—QKt3
- 17 K—Kt2
- 18 KxQ
- 19 P—Kt4
- 20 RxKt

## Sobenheim

Black

- P—K3
- P—Q4
- Kt—KB3
- B—K2
- BxB
- B—K2
- Castles
- P—KB4
- Kt—Q2
- P—B4
- KtxBP
- P—QKt4
- R—Kt
- P—QR3
- Q—Kt3
- Q—Kt5
- Q—R6ch!
- KtxBch
- RxP

## SOBENHEIM



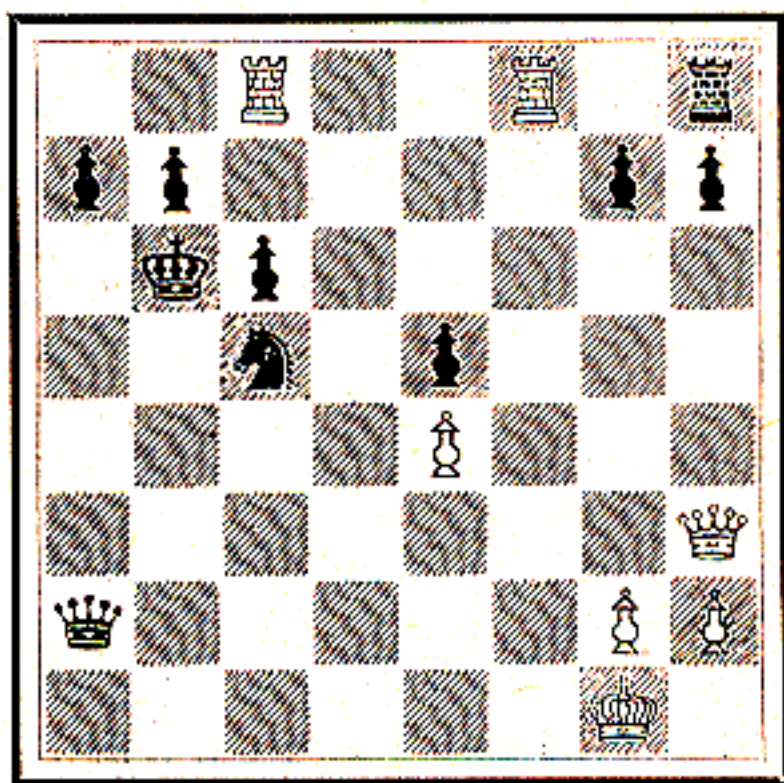
## LANGLEBEN

The White King is now "taken for a ride."

- |              |           |
|--------------|-----------|
| 20 . . . . . | R—Kt8ch   |
| 21 K—R4      | B—Q2ch    |
| 22 K—R5      | B—Qch     |
| 23 KxP       | B—Bch     |
| 24 K—R7      | B—Kt3ch   |
| 25 K—R8      | B—R3 mate |

\* \* \*

The following interesting position occurred in a game played at St. Petersburg in 1904.



## Kojalowitsch

White

- 27 RxR
- 28 K—B2
- 29 K—K2

## Maljutin

Black

- Q—R8ch
- KtxPch
- Kt—B6ch

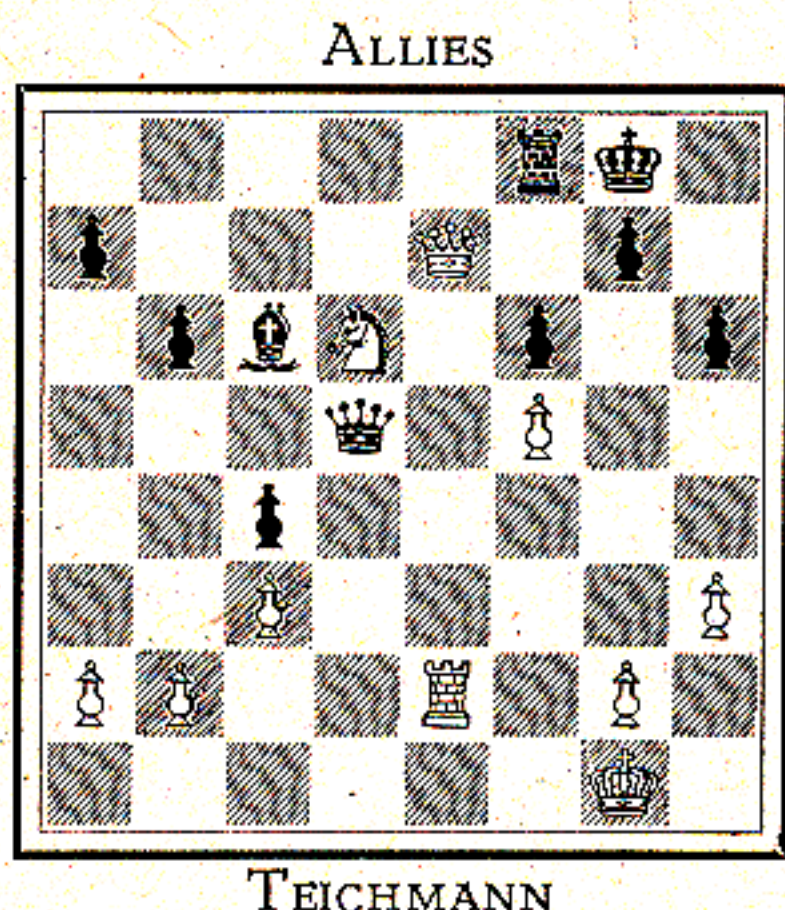
Black in great time pressure overlooks the win by 29 . . . Q-Kt7ch; 30 K-K3; Q-Q5ch; etc., or if 30 K-B3, Kt-Kt4ch; 31 K-Kt4, Q-Q5ch; 32 KxKt, Q-B5ch and mate next move. The text move leads to a peculiar finish.

- |            |         |
|------------|---------|
| 30 K—Q3    | Kt—Q4   |
| 31 Q—Kt3   | Q—Q8ch  |
| 32 K—K4    | Q—Q5ch  |
| 33 K—B5    | P—Kt3ch |
| 34 K—K6    | Kt—B5ch |
| 35 K—K7    | Q—B4ch  |
| 36 K—K8    | Q—Q4    |
| 37 Q—B2ch  | K—R3    |
| 38 Q—Bch   | P—Kt4   |
| 39 Q—Rch   | K—Kt2   |
| 40 R—B7ch! | KxR     |
| 41 QxRPch  | K—B     |
| 42 K—K7ch  |         |

And mates next move.



Another remarkable example with Queens on the board is the following which was played between Teichmann and several players consulting in Glasgow 1902.



In this situation it can readily be seen that White's pieces are as well posted as they can be to retard Black's movements. Shifting any of them to continue the attack would be dangerous as Black would gain some freedom immediately. Teichmann evolves a bold idea. He brings up his King for a mating attack!

Play continued:

### Teichmann

White

28 K—R2  
29 K—Kt3  
30 K—R4

### Allies

Black

P—QKt4  
P—QR4  
.....

Threatening simply K-R5 and K-Kt6, followed by mate at Kt7. Black's desperate efforts can only delay the issue.

30 ..... P—Kt3  
31 R—K3 .....

Of course not P×P, Q-Kt4 mate. Now the threat is R-Kt3.

31 ..... Q×KtP  
32 R—Kt3 Q—KB7

If 32 ... P-Kt4ch, 33 K-R5, Q×R; K-Kt6 wins.

33 P×P Q—B5ch  
34 R—Kt4 Q—B7ch  
35 K—R5 Q—QB4ch  
36 K×P Resigns.

\* \* \*

A fairly recent example between Grandmasters.

### CARO-KANN DEFENSE

Copenhagen, 1923

### R. Spielmann

### S. Tartakower

White

Black

1 P—K4	P—QB3
2 P—Q4	P—Q4
3 P×P	P×P
4 P—QB3	Kt—QB3
5 B—KB4	Kt—B3
6 Kt—Q2	P—KKt3
7 KKt—B3	B—Kt2
8 P—KR3	Kt—K5
9 KtxKt	P×Kt
10 Kt—Q2	P—B4
11 B—B4	P—K4
12 P×P	KtxP
13 B×Kt	B×B
14 Q—Kt3	Q—Kt3
15 B—Kt5ch	K—K2
16 Kt—B4	Q—B4
17 KtxB	Q×Kt
19 B—B4	B—K3
18 O—O—O	B×B
20 Q×B	KR—Q
21 Q—Kt4ch	K—B3
22 Q×KtP	Q—B5ch
23 K—Kt	Q×P
24 Q—B6ch	K—Kt4
25 P—R4ch	K—Kt5!
26 QR—KB	Q—Kt3
27 Q—B4	R—Q7
28 P—Kt4	Q—K6
29 R—R3	Q—Kt3
30 R(R3)—B3	R×KtP
31 R—B4ch	K—Kt6
32 Q—Q5	R—QB
33 Q—Q7	Q—R3
Resigns.	.....

Kmoch remarks that Steinitz would have enjoyed this game immensely.



# LIVING CHESS

By A Spectator

**Q**UITE a time was had by all at the Charles Jaffe Jubilee Concert, held March 18th at the City College Auditorium. Rainy weather and the fact that the Metropolitan League matches were going on that night kept the attendance down, but it was a select audience, and made up in enthusiasm and good cheer for lack in numbers. And indeed there was enough to satisfy them royally.

The concert started right on time, at 8.30. This was most unusual, and obviously unexpected, as most of the audience only began straggling in about 9 P. M. The first violin solo, by Harry Brown, was almost over by then.

Norman Secon, brilliant young pianist was next, and made an instant hit. The audience couldn't get enough of his playing, and but for their desire to see the real feature of the evening, the living chess display, would have had him going on all night.

Mr. Alfred Kreymborg, the genial master of ceremonies, talked of Jaffe, and the good old days of chess. Having himself lived in the chess atmosphere for a number of years, he knew his subject, and was very well received.

Finally the stage was set, the curtain rose, and the big match was on. On a board which filled most of the stage stood the figures, all in costume. Jaffe and Kashdan were on opposite sides, each with a pocket chess set which they used in making their moves.

Someone had to lead the pieces to their squares, as most of them were unfamiliar with the intricacies of the chess notation. So a clown was there, in the proper domino, jester's cap, and all. On investi-

gation he turned out to be none other than the tall and dignified Associate Editor of this Review, I. A. Horowitz.

The Black Queen was the star of the show. She made almost half the moves for her side, and took full advantage of all her dramatic opportunities, though at times she descended to flirting with the opposing Knights and Bishops. Kashdan was conducting the Black pieces, and seemed to follow her movements with more than ordinary attention.

The embarrassing moment was when Jaffe called BxPch, and Horowitz couldn't find the Pawn! The little fellow was discovered hiding under one of the Bishop's skirts, and was gently motioned off.

The White Queen was captured on her first move, and walked off toward the dressing rooms rather despondently. However, she was called back a moment later, as a pawn had advanced to the eighth rank, requiring her presence again.

The game was very quick, a time limit of twenty seconds a move having been decided on. This gave the colorful throng on the stage enough to do, and they made a brilliant spectacle indeed. The game was very lively, and intently followed. When it was over, the result was announced, a draw, and the players took their well-earned bows.

To round out the evening, Tamara rendered a number of gypsy songs, accompanying herself on a guitar. The audience, having gotten into the spirit of the thing, hummed the tunes with her, and had a grand time. They voted the affair a complete success.

Among those present were some of the most distinguished representatives of American Chess. Mr. and Mrs. Frank J. Marshall, Harold M. Phillips and his family, Hermann Helms, Leon Rosen, Dr. Leon Golden, and many others were observed. All expressed their pleasure, and are looking forward to further affairs of this sort.



# GAME STUDY

Chess players generally avoid playing over a long game, and particularly when it ends in a draw. Yet these long drawn-out battles may contain very interesting moments, and be well worth studying. The following game was played in the Bled Tournament, August, 1931.

**Dr. A. Alekhine**      **I. Kashdan**

White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	P—Q4
4 Kt—B3	QKt—Q2
5 B—Kt5	P—B3
6 P—K3	Q—R4

This is the Cambridge Springs Defense, first popularized by Frank Marshall at the tournament there in 1905. The object is to obtain a counter-attack, taking advantage of the absence of the white bishop from the queen side. It gives Black good chances and is preferable to the tame B-K2

7 Kt—Q2      .....

To weaken the effect of Kt-K5, and also to be able to retake with the knight if PxP.

7 .....      PxP

The more usual play is B-Kt5; 8 Q-B2 (not Q-Kt3 when PxP wins a piece) Kt-K5; 9 KKtxKt, PxKt; 10 B-R4. White usually gets the advantage because of his sounder pawn formation. With the text move Black forces the exchange of the white bishop for his knight. In return, White gains time, and has a freer game for quite a while.

8 BxKt	KtxB
9 KtxP	Q—B2
10 B—Q3	B—K2
11 O—O	.....

This seems too slow. White should be able to do something with his better development. 11 Q-B3, O-O; P-KKt4 is an interesting attack, but the result is quite uncertain.

11 .....      O—O
12 R—B      R—Q
13 Q—K2      B—Q2
14 Kt—K5      B—K

Although in a backward position, this bishop is serving a very useful defensive function, and Black plans, by means of P-B4, to bring it into good play. P-QB4 is the liberating move for which Black always strives in this defense, and White should prevent it if possible.

15 P—B4      .....

His hopes of a king side attack are illusive as Black is firmly entrenched there. Better was 15 Kt-K4, which would restrain P-B4 for some time.

15 .....      P—B4

This looks dangerous, with the queen on the same line as the white rook, but it can be played, and immediately frees the black game. The effect of the bishop at K1 can be seen in the fact that Kt-R4 is now prevented. If 16 Kt-K4, KtxKt, 17 BxKt, Q-Kt3.

16 PxP      .....

After this exchange the white pawns become weak, as P-K4 is not possible for some time.

16 .....      QxP

Not BxP because of 17 Kt-K4, KtxKt; 18 BxKt. Besides P-QKt4, White threatens BxPch, KxB; Q-B2ch regaining the piece. If 18 ... P-B4, 19 P-QKt4, PxP; 20 RxP with the better game.

17 Kt—K4      Q—R4

18 Kt—Kt5      .....

There is no real threat, the focal points, KB2 and KR2, being sufficiently protected.

18 .....      QR—B

Quietly completing his development. If QxP, 19 R-B7 will regain the pawn.

19 P—QR3      P—Kt4

In order to play Q-Kt3 without ever being molested by Kt-B4.

20 P—R3      .....

It is hard for White to find a plan. P-K4 might have been better.

20 .....      Q—Kt3

21 K—R      .....

He gets into trouble later because of the possibility of Kt-Kt6ch. K-R2 would have avoided this, and was consequently preferable.

21 .....      P—KR3

22 RxR      RxR

23 Kt(Kt5)—B3      .....

If 23 Kt-K4, Kt-Q4; 24 R-K, P-B3 (if P-B4, 25 Kt-Kt3, B-R5; 26 Q-B3, threatening P-K4, and the position can be held) 25 Kt-KB3, P-B4, 26 Kt(K4)-Q2, B-B4; 27 Kt-B, P-Kt5 with marked advantage for Black.

23 .....      B—B4

24 Kt—Q4      .....

Losing a pawn, as he cannot later take the KtP. P-K4 would lose by Kt-R4! But the pawn



could have been held by R-K, and if Kt-Q4, 25 B-K4! Then if BxKP, 26 BxKt, and if KtxKP, 26 P-QKt4 winning a piece in either case. But after 24 R-K, Black can play P-QR4 and maintain the pressure.

24 . . . . .	BxKt
25 PxB	QxP
26 P-B5	. . . . .

If BxP Black wins by Kt-K5!; 27 K-R2, BxB; 28 QxB, Kt-Q7, forcing the rook off the file, and winning the bishop's pawn.

26 . . . . .	Kt-R4
27 QxKt	QxKt
28 Q-Kt4	PxP
29 BxBP	R-B5
30 Q-Q	R-B5

An uncalled-for exchange, which leads to a difficult ending. Black has the better position, besides being a pawn ahead. R-Q5 was correct, to dominate the center, continuing with P-Kt3 to safeguard the king, and then getting the bishop into play for a mating attack.

31 RxR	QxR
32 B-Q7	. . . . .

To obtain a queen ending, which is White's best drawing chance.

32 . . . . .	BxB
33 QxB	Q-Kt

Now start some long drawn-out, but interesting manœuvres. Black will advance his K side pawns, and attempt to obtain a passed pawn. He must always be on the lookout against perpetual check by the white queen.

34 Q-Q4	. . . . .
---------	-----------

He might have played P-QR4 at once. However, the gain or loss of a move is of little importance at this stage.

34 . . . . .	P-Kt3
35 P-QR4	. . . . .

With the Q side pawns off, the game would be a theoretical draw. But White will not be able to exchange the last pair.

35 . . . . .	PxP
--------------	-----

If P-Kt5; 36 P-R5, threatening P-R6 and eventually Q-Kt7, with some chances.

36 QxP(R4)	Q-Kt3
37 Q-K8ch	K-Kt2
38 Q-K5ch	Q-B3
39 Q-QB5	. . . . .

Of course White can never exchange queens, as the ending would be hopeless.

39 . . . . .	P-R3
40 P-QKt4	Q-B8ch

41 K-R2	P-KR4
42 Q-Q4ch	K-R2
43 Q-K5	Q-Kt4
44 Q-B6	K-Kt
45 Q-Q6	. . . . .

If 45 Q-Q8ch, K-Kt2; 46 Q-Q4ch, P-B3; 47 Q-R7ch, K-R3; 48 Q-K3ch, P-Kt4, and Black has gained ground.

45 . . . . .	Q-B5
46 K-Kt	K-Kt2
47 K-B2	. . . . .

He foresees Black's intention of advancing his king to the center, and plans to oppose him.

47 . . . . .	Q-K3
48 Q-Kt8	K-B3
49 Q-Kt7	Q-B5
50 K-K3	K-K3
51 Q-Kt6ch	K-Q2
52 Q-Kt7ch	K-Q3
53 P-Kt3	. . . . .

Further checks would be of no avail. If 53 Q-Kt6ch, Q-B3; 54 Q-Q8ch, K-K3, followed by advancing the K side pawns. The text move weakens White's pawns, and facilitates Black's plan to obtain a passed pawn.

53 . . . . .	P-Kt4
54 Q-Kt8ch	Q-B2
55 Q-KR8	Q-B8ch
56 K-K2	Q-B5ch
57 K-B2	P-Kt5!

This is the position Black has been playing for. Now he will win the KKtP by a series of checks, and the rest should be easy. 57 ... QxP was impossible because of Q-B8ch.

58 QxP	. . . . .
--------	-----------

If PxP, PxP; everything is defended, and White has nothing to hope for outside of a few checks.

58 . . . . .	Q-Q5ch
59 K-K2	Q-K5ch
60 K-Q	. . . . .

If 60 K-B2, Q-B6ch will win all the pawns.

60 . . . . .	Q-Q6ch
61 K-B	Q-B8ch
62 K-Q2	PxP!

It is noteworthy how Black succeeds in protecting all his pawns with his queen.

63 Q-B5ch	K-K3
64 Q-B8ch	K-B3
65 K-K3	. . . . .

If 65 Q-R8ch, K-Kt4; 66 Q-Kt7ch, K-R4; 67 Q-R7ch, K-Kt5; 68 Q-Kt7ch, K-B6; 69 QxPch, K-Kt7 wins. The idea of the text move is to pre-



vent this entrance of the black king, and threaten the checks.

65 . . . . . Q—K8ch  
66 K—B3 Q—K3  
67 Q—B3ch K—Kt3

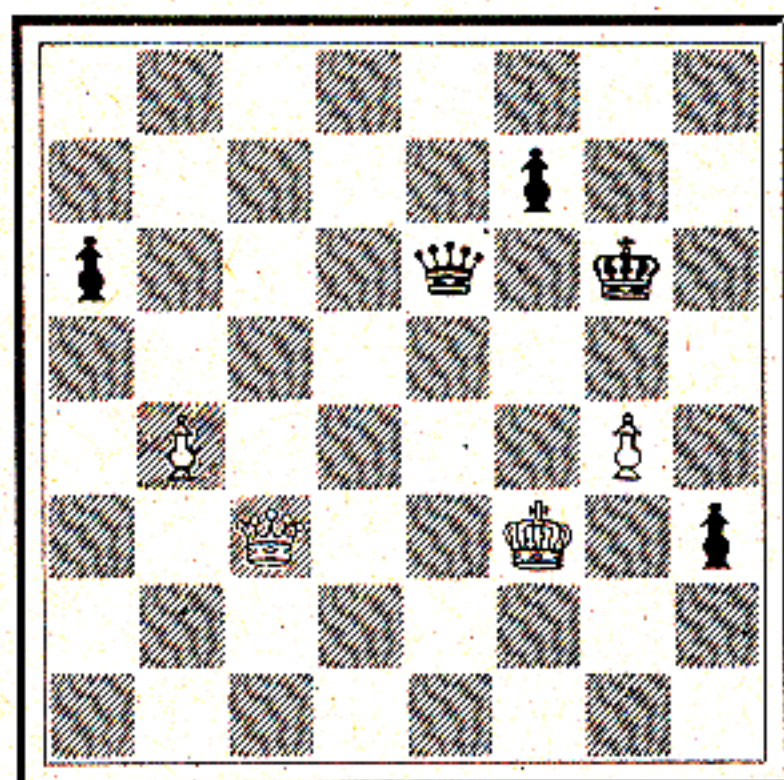
Threatening to exchange queens by Q-B3ch.

68 P—Kt4 Q—KB3ch??

But now this only draws, as White's last move has given him sufficient time to win the rook pawn. By this simple miscalculation, Black throws away the fruits of a long and difficult battle, just at the point where a quick victory could have been achieved. Below is a diagram of this position, as the win is rather instructive.

I. KASHDAN

*Black*



*White*

DR. ALEKHINE

*Black to play and win*

Correct was 68 . . . Q-Q4ch!

a. 69 K-Kt3, Q-Kt7ch; 70 K-R4, P-R7! 71 Q-Q3ch, K-Kt2; 72 Q-Q4ch, P-B3; and now if 73 Q-Q7ch, K-R3, and if 73 Q-R7ch, K-Kt3 wins.

b. 69 K-B4, P-R7! 70 Q-B2ch, K-Kt2, and if QxP, Q-Q3ch wins the queen.

c. 69 K-B2, P-R7, and the pawn cannot be stopped.

d. 69 K-K3, P-B3 (not P-R7, because 70 Q-B2ch wins the pawn). Black threatens Q-K4ch, and also K-Kt4. There is nothing to be done.

69 QxQch KxQ  
70 K—Kt3 K—K4  
71 KxP K—Q5  
72 K—R4 . . . . .

Draw

Both queen at the same time. The pawn at Kt4 is just far enough advanced.

## CURIOUS CHESS FACTS

By Irving Chernev

1. The Russian Chess Master Iljin-Genewski had to learn the moves twice. The curious cause of it was a bullet penetrating a portion of his brain controlling his memory.

2. In a tournament played at San Sebastián in 1912 Nimzovitch and Rubinstein played to settle first prize. Due to the natural excitement of the occasion Nimzovitch made a move which would allow Rubinstein to mate him in two moves. Strangely enough Rubinstein, too, overlooked the mate. He won the game, however, after some exciting complications.

3. In 1911 Schlechter and Tarrasch played a match at Cologne which was one of the finest ever played. What made this more remarkable was the fact that the games were played while the temperature averaged 95 degrees in the shade, which would be enough to discourage any kind of chess.

4. In 1911 Spielmann and Alapin played a match at Munich of ten games with the novel idea suggested by Alapin of being permitted to analyze the positions on a separate board. Although Spielmann did not avail himself of the privilege he won the match by 6½ to 3½.

5. In the 8th edition of a popular handbook by Dufresne and Mieses the following line of play is given:

1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	P—QB4
4 Kt—B3	BPxP
5 KKtxP	P—K4
6 KKt—Kt5	P—Q5
7 Kt—Q5	Kt—QR3
8 Q—R4	B—Q2
9 P—K3	Kt—K2

"and Black has the superior position." A mate by White on the move seems to have escaped the analysts.



# HELPFUL HINTS

**I**N our last article we decided that 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3 was a logical and sound development on both sides. The two important principles in the opening are control of the center and rapid development of the pieces. Each move in the opening should combine these two principles as far as possible. A short resume of the moves played and the reasons for them will make this point clearer. With 1 P-K4 White opened lines for several pieces, and also obtained a foothold on important center squares. The more such squares controlled, the less freedom the enemy pieces will have. Black gained the same effect by also playing P-K4. Then with 2 Kt-KB3 White attacked the center pawn, at the same time placing his knight in a much more advantageous position. In general a piece is more effective as it nears the center of the board. The knight in particular gains in mobility (number of squares at his command) when placed in a more central position. When Black, in answer to 2 Kt-KB3, plays Kt-QB3 he protects the same squares which White has attacked, and places his knight on its best post for the opening play. We do not mean to intimate that the moves suggested are the only good ones, but they most clearly show the logical combinations of the opening principles.

What is White's third move to be? He should develop a new piece, with a further attack or gain in the center. The choice rests between Kt-QB3, B-B4, B-Kt5 and P-Q4. The last is the Scotch Game. While no immediate development of a piece, it opens the line for the queen bishop, and also meets our requirement for an attack in the center. Black must play PxP as there is no good way of de-

fending the pawn. White can then recapture by KtxP, or else give up the pawn for attack by B-QB4. Black has no difficulty in equalizing the game in either case. We shall examine this opening, as well as a number of others in more detail in later articles in this series.

3 Kt-QB3 is a good developing move. After 3 . . . Kt-B3 for Black a symmetrical position is arrived at which can be maintained for several moves. The game can continue 4 B-Kt5, B-Kt5; 5 O-O, O-O; 6 P-Q3, P-Q3; 7 B-Kt5, BxKt with an even game. At the last move B-Kt5 continuing the symmetry would be a mistake for Black, as White with Kt-Q5 would obtain a winning attack. It is dangerous to follow the opponent's moves blindly. The first player is bound to have the better chances, requiring care for the defense.

On the third move after 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3 White may wish to move the bishop, in order to castle quickly. This is useful, as the operation of castling has the double object of placing the king in safety, and also of bringing the rook into play. Where shall the bishop be played? 3 B-K2 blocks the queen, and is rather backward. B-Q3 is even worse, as it blocks the important QP, which must be moved to make way for the queen side pieces. 3 B-B4 is good, and seems the most aggressive move. It bears on the KBP, a rather weak spot, and Black must be on guard against any further attack on this point before he can obtain safety by castling. Still, Black can later either drive the bishop off the diagonal, or else oppose it by B-K3, and the move leads to no lasting advantage.

The strongest of the moves under consideration is 3 B-Kt5, the Ruy López Opening. This continues the attack on the king pawn, initiated by 2 Kt-KB3, by threatening 4 BxKt, PxP; 5 KtxP. Our next article will discuss the leading features of this opening.



# WHY WE PLAY CHESS

By **Barnie F. Winkelman**

**C**HESS is a game—an exciting, fascinating game. It intrigues, soothes, amuses and delights. In a world of turmoil, travail and trouble, that constitutes reason enough to play chess.

Chess is an enjoyable game, and time pleurably spent is time well spent. The repressionists—the ascetics of yesterday and the puritans of today—find the game a terrible waste of time that might be better spent in sackcloth and ashes, or in work for its own sake. There is ever with us a small minority that is horrified by the spectacle of wholesome fun and is ever ready to take the joy out of life. To these men chess consists of moving pieces of wood on a board just as by them golf is described as cow pasture pool.

I think it was Edmund Burke who declared that “a man’s interest is properly anything that interests him.” Forget, therefore, the cant about chess as mind training, as discipline, or as tactical study for war. Play chess because of the wholesome fun—the exhilaration of the game itself.

Play to win—play because of the joy of winning. But it is not necessary to be a champion to enjoy the game. Nor need you burn midnight oil, sacrifice your business, or all other interests. A working familiarity with the pieces, an appreciation of the best performances of the masters, or the fine problems and end-games, is all that is required, and a world of beauty is opened up.

Chess is an art and a science rolled in one. It is strange how important it can become, how vital to play up to one’s proper strength. We may not be egoists,

desirous of conquering the world, but we do want to play strongly and correctly. Nothing then becomes quite so mortifying as to lose a won game, to throw away an advantage laboriously built up, by a simple oversight. Nothing quite approaches the pangs of conscience at having failed to grasp the glorious opportunity of a brilliant sacrifice, especially against a redoubtable opponent.

Why do we take our chess so seriously? Why do we work hard and try to perfect our mastery of every branch of the game? Why do we feel more chagrined at a stupid mistake on the board than at the thousand mistakes of our daily life?

The answer would seem to be that chess to its devotees is a medium of artistic expression. On the board we work with ideals. In life we are opportunists. Wealth, power, position go by preference or by chance. They give no real inner satisfaction. We can deceive the world as to their value, but we cannot deceive ourselves. What matter if we attain a little more or a little less of the world’s substance?

But on the chess board all is different. The orders of merit are strictly defined. We can distinguish the real from the shoddy. A suave promoter can sell us fake stocks, but no charlatan can mask as a chess master.

In the world of realities a million voices are shouting their own excellence. The prizes go to those who shout the loudest and who shall say who is the greatest or the best. In a practical world we have only to spread often enough the rumor of our own merit, and it will take root. On the chess board there is no room for bluff or bluster, and our true joy comes only in the creation of something real. If our combination has been sound, if all the sub-variations attest the propriety of our judgment, if we figured correctly, we get a real thrill; not otherwise.



We are all artists and to that extent all egoists. We are all apt to feel that we, and we alone, have drunk the pure spring of the game. So vanity plays curious tricks with us. Each of us believes in the infallibility of his own judgment. Each is apt to deprecate the judgment of others. Those we beat we are apt to mentally push into the discard, as immeasurably inferior to ourselves. Those who defeat us, well, it was just an accident, we were off our game, we will do better next time.

No group and no city has a monopoly on the game. True, the players of each country and each town must feel that they are the strongest in the world, but that is a natural failing not confined to chess. On the board as elsewhere we have keen differences of opinion, but on the board we can apply an acid test.

Perhaps that is the chief charm of the game—its finality. How authoritative are the experts in medicine, engineering, law, art, science? Who has not asked to be delivered from the babble of technical opinion, raising clouds of acrimonious dust? Who has not recoiled from the *reductio ad absurdum* of authoritative utterance where each expert not only expresses his opinion, but writes his own code and rules? What intelligent man does not seek to escape the interminable quibbling which characterizes so many of the indoor amusements of the so-called *intellegentsia*, whether it be over the relative merits of Gladstone and Disraeli, or Rembrandt and Hals, or of Wagner and Beethoven.

After listening to these clashes in the court room, in philosophic discussion, in scientific debate we conclude that they are good practice only for the adolescent. We long for finality and turn with Omar from futile argument that leads nowhere. "Myself when young did eagerly frequent Doctor and Saint and heard great argument About it and about; but evermore came out by the Same door wherein I went."

Hence the practical man turns to the sporting page or the stock market. On the latter a simple purchase or sale is the ultimate gesture; any other mode of registering an opinion is indulged in only by soap box orators. On the athletic field the supremacy of a Tolan over a Metcalfe can be decided in less than ten seconds, or of Jones over Hagen in an afternoon.

On the chess board, we can get a similarly quick decision from the highest court. Only if we deceive ourselves will we take issue with the conclusiveness of a win or a loss. This, I think, is the fascination of the game—the unerring finality of its verdicts.

One final word. "Scratch every man," says a proverb, "and you will find a poet." Even the most prosaic is a lover of beauty in some form. The base ball fan gets an artistic thrill from a well directed throw or a long hit. Little does the music lover suspect that the crowd at a prize fight or bull fight which applauds wildly is moved by an admiration of the artistic entirely akin to his own. So on the chess board the followers of the game revel in beauty just as real as the artistic triumphs of music or sculpture or painting. The great games of chess, its problems and end-games are as much art as the well known masterpieces which are represented in every school curriculum. Not to be familiar with the best that art offers is to lack the marks of culture, though in the complexity of the modern world those who aspire to familiarity with all art can have only a smattering of each. Yet the great masterpieces of chess should be familiar to all who pride themselves upon these things. To boast of knowing all the schools and to know nothing of Alekhine or Capablanca, or Rinck or Troitski, or Loyd, is to overlook a substantive field of artistic endeavor. As a knowledge of chess becomes more widespread, a recognition of this will gradually become more general.



# GAME DEPARTMENT

Game No. 35

QUEEN'S PAWN

Match 4th Game

New York, March, 1933

(Notes by I. A. Horowitz)

I. A. Horowitz      A. W. Dake

White

Black

- |          |        |
|----------|--------|
| 1 P-Q4   | Kt-KB3 |
| 2 P-QB4  | P-K3   |
| 3 Kt-QB3 | B-Kt5  |
| 4 Q-B2   | P-Q4   |
| 5 P-QR3  | BxKtch |

B-K2 is preferable, but then Black has only lost time with his bishop moves. The exchange of a bishop for a knight, without some compensation, is generally bad.

- |        |        |
|--------|--------|
| 6 QxB  | Kt-K5  |
| 7 Q-B2 | Kt-QB3 |

Apparently misplaced, but Black is following the game Vidmar-Alekhine, in San Reno, 1930, which Alekhine won handily.

- |         |       |
|---------|-------|
| 8 Kt-B3 | P-K4  |
| 9 P-K3  | ..... |

After 9 PxKP, B-B4 (threatening Kt-Kt6) Black must recover his pawn and remain with a strong position.

- |         |      |
|---------|------|
| 9 ..... | PxQP |
|---------|------|

But this is a blunder. Instead B-B4 should be played. White could then continue with either Q-Kt3 or B-Q3 and still retain the upper hand. After the text, Black loses a piece.

- |          |        |
|----------|--------|
| 10 BPxP  | QxP    |
| 11 B-B4  | Q-KB4  |
| 12 B-Q3  | Q-R4ch |
| 13 P-Kt4 | KtxKtP |
| 14 PxKt  | QxR    |
| 15 BxKt  | PxP    |

Black has two pawns and a piece for a rook, but White's attack develops too quickly.

- |           |       |
|-----------|-------|
| 16 O-O    | PxPch |
| 17 QxP    | Q-B3  |
| 18 B-Kt2  | Q-KR3 |
| 19 Kt-Kt5 | ..... |

White now has five pieces in the fray against Black's lone queen. The Kt cannot be captured because of QxPch, followed by R-Qch etc.

19.....

B-K3

20 KtxBP

Resigns.

\* \* \*

Game No. 36

Match 3rd Game

QUEEN'S GAMBIT DECLINED

New York, March, 1933

(Notes by I. A. Horowitz)

A. W. Dake      I. A. Horowitz

White

Black

- |          |       |
|----------|-------|
| 1 P-Q4   | P-Q4  |
| 2 P-QB4  | P-QB3 |
| 3 Kt-QB3 | Kt-B3 |
| 4 Kt-B3  | P-K3  |
| 5 B-Kt5  | P-KR3 |

The object of this move is to win a B for a Kt, for after the retreat of the bishop to R4, the Gambit pawn can be accepted and held. However, after BxKt, QxB, as in the text, the black queen will be misplaced, and Black will lose time bringing it back to safety.

- |         |        |
|---------|--------|
| 6 BxKt  | QxB    |
| 7 P-K3  | Kt-Q2  |
| 8 B-Q3  | Q-Q    |
| 9 O-O   | B-K2   |
| 10 Q-K2 | PxP    |
| 11 BxP  | P-QKt4 |
| 12 B-Q3 | P-R3   |
| 13 KR-Q | Q-Kt3  |
| 14 QR-B | .....  |

Instead 14 P-QR4 prevents Black from breaking with P-QB4, for after 14 ... P-Kt5 follows 15 P-R5 and Kt-K4 with a bind on the position.

- |          |       |
|----------|-------|
| 14 ..... | B-Kt2 |
| 15 P-K4  | O-O   |
| 16 B-Kt  | KR-K  |
| 17 P-K5  | KR-Q  |

The previous move was made to prevent P-Q5. Now with that no longer a threat the KR moves again, reserving the QB file for the QR.

- |          |       |
|----------|-------|
| 18 Q-B2  | P-Kt3 |
| 19 P-KR4 | P-KR4 |
| 20 Kt-K4 | P-QB4 |

The liberating move, for after 21 KtxP, KtxKt; 22 PxKt, BxBP! 23 RxRch, RxR; 24 QxB, QxQ; 25 RxQ, R-Q3ch recovering the piece with a good



position.

21 Kt(B3)—Kt5 .....

Threatening KtxBP followed by Kt-Q6ch and QxPch with an overwhelming attack.

21 ..... QBxKt  
22 QxB BxKt  
23 PxP PxP  
24 R—B6 Q—R2

But here instead Q-Kt2 is correct, for after 25 R-Q6 would follow QxQ and KtxP winning a pawn. White, however, could play 25 P-B4 and then R-Q6, resulting in an even game.

25 R—Q6 Kt—B  
26 QxQP QxQ  
27 R(Q)xQ RxR  
28 RxR R—R2  
29 P—B4 Kt—Q2  
30 P—QKt4 .....

To prevent the entrance of the Kt at B4, but instead K-B2 to be followed by bringing the K to the center was in order. Now White cannot avoid the exchange of the Q side pawns.

30 ..... K—B  
31 B—K4 K—K2  
32 P—R3 P—R4  
33 B—Q3 PxP  
34 PxP R—Kt2  
35 P—Kt3 R—Kt

In preparation for Kt-Kt3 for if now 35 ... Kt-Kt3; 36 BxQKtP, Kt-Q4; 37 B-B6 and wins a pawn.

36 R—R6 Kt—Kt3  
37 R—R7ch K—B  
38 B—K4 Kt—R5  
39 K—B2 Kt—B6  
40 B—B3 R—B

Draw  
\* \* \*

*Exhibition game with living pieces, played at a time limit of twenty seconds a move.*

Game No. 37

CENTER COUNTER

New York, March, 1933

(Notes by I. Kashdan)

<b>C. Jaffe</b>	<b>I. Kashdan</b>
White	Black
1 P—K4	P—Q4
2 PxP	QxP
3 Kt—QB3	Q—QR4

4 P—QKt4 .....

An interesting gambit. White gains considerable time by repeated attacks on the black queen.

4 ..... QxKtP  
5 R—Kt Q—KR5

Q-Q3, and if attacked, later Q-Q is probably better, rather than have her remain in the forefront.

6 Kt—B3 Q—R4  
7 R—Kt5 P—QB4  
8 B—K2 Kt—KB3  
9 P—Q4 P—K3  
10 O—O P—QR3  
11 R—Kt P—QKt4

Black is coming out with a fair game, though he will be exposed to considerable danger till he completes his development.

12 Kt—K5 Q—R5  
13 Kt—B3 .....

There is nothing better, due to the attack on the QP. White decides to retreat, and try something else.

13 ..... Q—R4  
14 P—QR3 .....

This is hardly necessary, but he is preparing a neat combination in anticipation of Black's next move.

14 ..... B—Kt2

Allowing a sacrifice which should have led to a winning game for White. 13 ... QKt-Q2 was correct.

15 KtxP PxKt  
16 Kt—K5 .....

Now the knight becomes a real help in the attack.

16 ..... Q—R5  
17 BxPch QKt—Q2

K-K2; 17 PxP, Kt-K might have been tried, but the position does not look appetizing.

18 PxP .....

BxKtch, followed by RxB, was simpler, but the text is also very strong.

18 ..... R—Q  
19 P—B6 .....

Black is just able to escape after this. 19 KtxKt, KtxKt; 20 P-B6 was better.

19 ..... KtxKt  
20 PxPch KKt—K2  
21 P—KB4 .....

Threatening QxKtch after the knight moves. But Black now has an interesting counter.

21 ..... B—B4ch



22 K—R Kt—Kt5

The threat of mate saves the day. If 23 QxKtch, RxQ; 24 P-Kt8Qch, K-K2, and Black wins the queen.

23 P—R3 Kt—B7ch

24 RxKt QxR

25 B—K3 .....

QxKtch still could not be played because of the eventual Q-Kt8 mate. He gives up the bishop so that the rook will protect the square.

25 ..... QxB

26 QxKtch RxQ

27 P—Kt8Qch K—K2

28 QxR .....

After all the fireworks, the game is even. Black winds it up with a rather neat draw.

28 ..... QxBP

29 BxR B—Q3

30 Q—K8ch K—B3

31 K—Kt Q—K6ch

B-B4ch followed by B-Q3 would have allowed no choice, but the king must still return to the corner.

32 K—R .....

If K-B, B-B4 (not B-Kt6; 33 Q-Q8ch, K-Kt3; 34 Q-Kt6! wins) 33 Q-Q8ch, K-Kt3; 34 Q-R4, Q-Kt8ch followed by QxR. Black would have slightly the better of the ending.

32 ..... Q—B5

33 K—Kt Q—K6ch

Draw

\* \* \*

Game No. 38

QUEEN'S PAWN

Stockholm, January, 1933

(Notes by I. Kashdan)

R. Spielmann G. Stahlberg

White

Black

1 P—Q4

P—Q4

2 Kt—KB3

P—QB4

3 P—K3

PxP

This turns it into a variation of the Caro-Kann Defense. The same position could have been obtained by 1 P-K4, P-QB3; 2 P-Q4, P-Q4; 3 PxP, PxP; 4 Kt-KB3.

4 PxP

B—Kt5

5 B—KB4

Kt—QB3

6 P—B3

P—K3

7 Q—Kt3

Q—Q2

If BxKt; 8 QxKtP wins a pawn.

8 QKt—Q2

KKt—K2

9 P—QR4

Kt—Kt3

10 B—Kt3

B—K2

11 P—R4

.....

He is advancing on both wings, seeking complications. It is justified by the inferior disposition of the Black pieces.

11 .....

B—B3

12 P—KR5

KKt—K2

13 P—R6

P—KKt4

The pawn advances twice to leave the square Kt3 for the knight. But PxP was better, when White could hardly retake because of Kt-B4 and KtxB.

14 B—Kt5

Kt—Kt3

15 Kt—K5

.....

This loses a pawn, but is part of a far-sighted combination.

15 .....

BxKt

16 BxB

KKtxB

17 PxKt

Q—B2

18 O—O

QxP

19 P—R5!

.....

Much better than 19 BxKtch, PxB; 20 Q-Kt7, O-O when Black has the advantage. The text threatens P-R6, which is hard to defend.

19 .....

O—O

If P-R3; 20 BxKtch, PxB; 21 Q-R4 (also attacking the bishop) Q-B5; 22 QxPch followed by Kt-Kt3.

20 P—R6

QR—Kt

21 PxP

Kt—Q

RxP, and if 22 Q-R4, Kt-Q was distinctly better. Now the advanced pawn can be defended.

22 B—R6

Q—B5

He overlooks that he cannot take the knight on the next move. B-B4 would have offered better resistance.

23 R—R4

Q—B4

If QxKt; 24 RxB, threatening R-Q, and the queen cannot escape.

24 Q—Kt4

.....

Decisive. To save the piece, Black must allow dangerous mating threats.

24 .....

B—R4

25 P—Kt4

Q—B7

26 Q—Q4

P—K4

27 QxKP

Kt—K3

28 R—Q4

B—Kt3

If BxP, 29 RxB, QxKt; 30 P-KB4, threatening RxPch, will win.



29 R×P	Q—R5
30 B—B4	R×P
31 R—Q6	R—K
32 P—Kt3	Q—R6
33 R—K	K—B
34 B×Kt	Resigns.

Mate must follow in a few moves.

\* \* \*

### Game No. 39

#### INDIAN DEFENSE

Stockholm, January, 1933

(Notes by I. Kashdan)

<b>E. Lundin</b>	<b>R. Spielmann</b>
------------------	---------------------

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—KKt3
3 Kt—QB3	P—Q4
4 B—Kt5	.....

There are a number of good lines here, such as 4 P×P, Kt×P; 5 Q—Kt3 (5 P—K4 is a bit risky) or 4 P—K3, B—Kt2; 5 B—Q2. This system practically prevents P—B4, giving White control of the center. The text is also effective.

4 .....	Kt—K5
---------	-------

An attempt at simplification which loses ground. 4 ... P—B3, and only if Kt—B3, Kt—K5 was a better order of moves.

5 Kt×Kt	.....
---------	-------

An interesting possibility was P×P, Kt×B; 6 P—KR4, regaining the piece. But Black can play Kt×Kt; 6 P×Kt, Q×P with a good game.

5 .....	P×Kt
6 Q—Q2	B—Kt2
7 O—O—O	.....

This looks like a risky procedure, but White has full faith in his strong center pawns, which will ward off any attack.

7 .....	Kt—B3
---------	-------

P—QB4; 8 P—Q5 (or 8 P×P, Q×Qch; 9 R×Q, Kt—R3) offered better prospects.

8 P—K3	B—B4
9 P—B3	P—KR3
10 B—R4	P—KKt4
11 B—B2	Q—Q2
12 Kt—K2	P×P

After this exchange P—K4 cannot be prevented. The White pawns become very menacing.

13 P×P	B—Kt3
14 Kt—B3	O—O—O
15 B—Q3	B—R4
16 B—K2	K—Kt

17 Q—B2	P—R3
---------	------

18 R—Q2	.....
---------	-------

Quietly making every preparation for the coming advance. Black can only wait.

18 .....	B—Kt3
19 Q—Kt3	Kt—R2
20 Kt—R4	P—K3
21 Kt—B5	Q—B3
22 P—K4	.....

With this move Black's bishops are completely shut out, and nothing can prevent White's further advance.

22 .....	K—R
23 KR—Q	Kt—B
24 P—Q5	P×P
25 BP×P	Q—Kt3
26 Q—R4	Q—Q3
27 R—B2	Kt—Kt3
28 Q—R5	Q—B5ch

This only loses time, but there is no defense against the various threats.

29 R(Q)—Q2	K—Kt
30 B—Kt3	Resigns.

For if Q—B3; 31 Kt×Pch, P×Kt, and either R×P or R—B6 will decide matters.

\* \* \*

### Game No. 40

#### CARO-KANN DEFENSE

Moscow, November, 1932

(Notes by A. J. Rabinowitz)

<b>N. Riumin</b>	<b>V. Kann</b>
------------------	----------------

White

Black

1 P—K4	P—QB3
2 P—Q4	P—Q4
3 P×P	P×P
4 P—QB4	.....

This line of play, introduced into international tournament practice by Dr. Alekhine, was worked out and analyzed in detail by the Moscow chess player Panow in the Russian magazine "64" in 1930. The aim of this formation is to develop the bishop with tempo after P×P or at a convenient time by means of P—B5, to begin a battle of three pawns against two on the Queen side.

4 .....	Kt—KB3
5 Kt—QB3	Kt—B3
6 Kt—B3	P—KKt3

If 6 ... B—KB4 or B—K3, then with advantage 7 P—QB5.

7 B—Kt5	Kt—K5
8 P×P	.....



Not KtxP, when 8 ... KtxB; 9 KtxKt, P-K3 wins a piece.

8	.....	KtxKt
9	KtPxKt	QxP
10	Q-Kt3	.....

Panow in his analysis suggested here 10 R-QKt, but the move in the text is apparently stronger, because it would be disadvantageous for Black to connect White's pawns and open the rook file.

10	.....	Q-KB4
----	-------	-------

If 10 ... Q-K5ch, then 11 B-K3 with the threat of QxPch! and Kt-Kt5ch.

11	P-Q5	Kt-K4
12	B-Kt5ch	B-Q2

Here Black could risk K-Q 13 KtxKt, QxKtch; 14 B-K3, B-R3; 15 O-O, BxB; 16 PxB, P-QR3! 17 B-K2, QxKPch.

13	BxBch	KtxB
14	O-O	P-KR3
15	B-R4	B-Kt2
16	Kt-Q4	Q-R4

BxKt; 17 PxB, P-KKt4 was necessary. Black overlooks the coming sacrifice.

17	BxP!!	B-K4
----	-------	------

No better was BxKt, owing to 18 QR-K, B-K4; 19 P-KB4, KxB; 20 PxB with the threat of P-Q6ch.

18	Kt-B3	KxB
19	KtxB	KtxKt
20	Q-Kt4ch	.....

Preventing the King's retreat to KB.

20	.....	K-Q
21	QxP	R-QB
22	QxRP	Kt-Q2
23	KR-K	QxQP
24	QR-Q	R-QR

Still worse would be 24 ... Q-B3 on account of 24 RxKtch, QxR; 25 Q-Kt6ch followed by Q-B6ch.

25	Q-K3	Q-B3
26	Q-K5	R-KKt
27	R-Q6	Q-B2
28	KR-Q	K-B
29	Q-K4	Q-Kt2
30	Q-B4ch	K-Kt
31	RxKt	Q-Kt3
32	QxP	R-QB
33	Q-B4ch	R-B2
34	RxR	Resigns.

This game decided first prize in the Moscow Tournament.

## Game No. 41

## INDIAN DEFENSE

Leningrad, December, 1932

(Notes by F. Reinfeld)

Alatorzeff

Goldberg

White

Black

1	P-Q4	Kt-KB3
2	P-QB4	P-K3
3	Kt-QB3	B-Kt5
4	Kt-B3	.....

For a time this move enjoyed a considerable vogue, but since the game Bogoljubow-Nimzovitch, Carlsbad 1929, its popularity has steadily waned.

4	.....	P-B4
---	-------	------

The immediate fianchetto of the Bishop is even stronger.

5	P-K3	P-QKt3
6	B-Q3	B-Kt2
7	O-O	BxQKt
8	PxB	P-Q3
9	Kt-Q2!	.....

On 9 Q-K2, Black could reply 9 ... B-K5, as played by Alekhine in an analogous position against Bernstein (Pasadena, 1932).

9	.....	P-K4
10	P-B4!	.....

It is clear that if White plays passively he will have no compensation for his weak QBP.

10	.....	KPxQP?
----	-------	--------

But here Black goes astray. He had two favorable alternatives: (1) 10 ... P-K5, and (2) 10 ... PxBP; 11 KPxP, O-O followed by ... Kt-B3-QR4.

11	BPxP	.....
----	------	-------

Now White has undoubled his QBP and in addition he has good attacking prospects.

11	.....	Q-K2
12	R-K!	.....

This is far superior to 12 Q-K2, PxB; or 12 Kt-B3, B-K5.

12	.....	O-O
----	-------	-----

If now 12 ... Kt-K5; 13 P-Q5! KtxKt (13 ... Q-B3?, 14 KtxKt! or 13 ... P-B4?; 14 BxKt, PxB; 15 Q-B2); 14 BxKt, O-O; 15 Q-B2, P-KR3; 16 P-K4, Kt-Q2; 17 B-B3 with a very strong game.

13	P-Q5	P-QKt4
----	------	--------

Black seeks counterplay, for after 13 ... QKt-Q2, 14 P-K4 followed by B-Kt2 and P-K5 White has an overwhelming position.

14	P-K4	PxB
----	------	-----



To minimize the force of the inevitable P-K5.

15 KtxP B—R3

16 P—K5! PxP

16 ... KtxP? 17 PxP, Q-B3; 18 B-Kt2, QxBP;  
19 P-Kt3, Q-R3; 20 Q-B3.

17 P—Q6! .....

This move strengthens White's grip on the position and turns out to be very useful for the coming attack.

17 ..... Q—K3

After 17 ... Q-Q; 18 PxP, Kt-K (18 ... Kt-Q4; 19 Q-B3); 19 Q-R5, P-Kt3; 20 Q-R6 Black is helpless against the numerous threats.

18 RxP .....

Preferring the attack to 18 PxP, BxKt, 19 PxKt, QxBP; 20 R-Kt (20 BxB, QxR; 21 B-Q5, Kt-Q2; 22 BxR, RxB), BxB; 21 QxB, Kt-Q2; 22 B-Kt2, Q-Kt3, etc.

18 ..... Q—B

19 B—Kt2 QKt—Q2

20 R—Kt5! .....

The logical consequence of his 18th move.

20 ..... R—Kt

21 B—B5! Q—Q

Or 21 ... BxKt; 22 QBxKt, P-Kt3; 23 B-K7, R-K; 24 P-KR4, etc.

22 KBxKt BxKt

Forced.

23 RxPch!! .....

The beginning of a decisive combination.

23 ..... KxR

24 Q—Kt4ch K—R

25 B—B3! R—Kt

Again the only move.

26 Q—R4 R—KKt2

27 QxKt? .....

But here (evidently in time-pressure) White misses the best continuation, namely: 27 BxKt! QxKB ; 28 Q-Kt5! QR-Kt; 29 P-KR4! and Black has no defense against the further advance of the RP, for example:

I 29 ... B-Q6; 30 P-R5, P-KR3; 31 QxPch, B-R2; 32 Q-Kt5.

II 29 ... QxP; 30 P-R5, Q-Q5ch?! 31 BxQ, PxP; 32 Q-B6.

27 ..... QxQ

28 BxQ K—Kt

29 BxR KxB

30 B—R3 B—Q6!

A good move—the only one calculated to give White any difficulty.

31 R—K! .....

For the moment preventing ... P-B4.

31 ..... R—Q

32 P—Q7 P—B4

33 R—K5 RxP

Better drawing chances were offered by 33 ... K-B3; RxQBP, RxPetc.

34 BxP BxB

35 RxB R—QB2

36 R—K5 .....

The rest is relatively easy. Black will hardly be able to ward off the loss of the BP.

36 ..... P—B5

37 R—K2 K—B3

38 K—B2 K—B4

39 K—B3 P—B6

40 R—QB2 P—KR4

41 P—Kt3 .....

But not P-KR3?, P-R5!

41 ..... R—B5?

This hastens the end.

42 K—K3 R—B2

43 K—Q4 P—R5

44 RxP R—Q2ch

45 K—K3 PxP

46 R—B5ch .....

On the immediate PxP, White would experience considerable technical difficulties after 46 ... K-Kt5.

46 ..... K—B3

Whereas if now 46 ... K-Kt5; 47 R-Kt5ch, K-R6; 48 PxP the win is quite easy.

47 PxP R—K2ch

48 K—B3 Resigns.

\* \* \*

## Game No. 42

### ALEKHINE'S DEFENSE

Minneapolis, February, 1933

(Notes by I. Kashdan)

G. S. Barnes

O. A. Holt

White

Black

1 P—K4

Kt—KB3

2 P—K5

Kt—Q4

3 P—QB4

Kt—Kt3

4 P—B5

.....

Good enough, but it leaves White with no advantage. Black with P-Q3 can soon exchange the advanced pawns, and open lines for himself. Best is 4 P-Q4, P-Q3; 5 PxP giving White control of the center.

4 ..... Kt—Q4

5 Kt—QB3

KtxKt



6 QP×Kt P—Q3

7 B—QB4 .....

A good developing move. Black cannot take either pawn because of B×Pch, winning the queen.

7 ..... Kt—B3

8 KP×P KP×P

9 P×P B×P

The game is quite equal. Black has gotten out of the opening difficulties.

10 Q—K2ch Q—K2

11 Q×Qch KtxQ

12 Kt—K2 B—KB4

13 B—K3 B—Kt3

14 Kt—Q4 P—QR3

15 O—O O—O—O

16 KR—Q P—R3

17 P—QKt4 P—KB4

Allowing the entrance of the knight is bad. Black should play KR-B followed by Kt-B4 to exchange knights. White has built up attacking chances on the queen side which give him a slight advantage.

18 Kt—K6 B—B2

19 B—Kt3 .....

Not 19 KtxR for B×B follows, and the knight cannot escape.

19 ..... R—Q2

B×Kt was better, but after 20 B×Bch, K—Kt; 21 B—Q4, the two bishops are very strong.

20 B—Q4 .....

KtxKtP at once would have the same result.

20 ..... R—Kt

21 KtxKtP B×B

22 P×B P—B5

23 Kt—K6 P—B6

24 P—Kt3 Kt—B4

Overlooking White's strong threat. Kt-B3 was better.

25 P—Kt5 .....

The pawn cannot be taken, and becomes very dangerous.

25 ..... R—K2

26 P×P P—Kt3

If P×P, 27 R×P and Black cannot take the knight because of R-R8ch. It was, however, preferable to the text.

27 R—K KR—K

28 B—B6 .....

Forcing the issue. It wins the exchange by force. If 28 ... R-B2, 29 P-R7, K-Kt2; 30 Kt-B5ch followed by R×R.

28 ..... R×Kt

29 R×R RxR

30 P—R7 R—K8ch

31 R×R K—Kt2

32 P—KKt4 Resigns.

\* \* \*

## Game No. 43

## BUDAPEST DEFENSE

New York, March, 1933

(Notes by I. A. Horowitz)

Chas. Bourbeau I. A. Horowitz

(International  
Chess Club)(Manhattan  
Chess Club)

White

Black

1 P—Q4

Kt—KB3

2 P—QB4

P—K4

The Budapest Defense, infrequently played of late, but having enough interesting features to warrant its occasional use.

3 P×P

Kt—Kt5

4 P—K4

.....

Here White has three options; he may play

(a) to defend the pawn by 4 B-B4, Kt-QB3; 5 Kt-KB3, B-Kt5ch; 6 Kt-B3, Q-K2; 7 Q-Q5, B×Ktch; 8 P×B, Q-R6; 9 R-B, P-B3; 10 P×P, KtxP(B3); 11 Q-Q2 with a pawn plus.

(b) to return the pawn and work up a king side attack beginning with 4 P-K4 and 5 P-KB4, with a rapid development of the pieces.

(c) To dominate the center via Q5.

4 ..... KtxKP

5 Kt—KB3

QKt—B3

6 Kt—B3

B—B4

7 B—K2

P—Q3

8 O—O

O—O

9 Kt—Q5

KtxKtch

10 B×Kt

P—B4

Kt-Q5 at once also yields Black a good game.

11 P×P

QB×P

12 Kt—K3

.....

B-K3 completing the development seems preferable, but White desires to fianchetto the QB.

12 ..... B—Q2

13 Q—Q5ch

.....

The object of this check is not apparent.

13 ..... K—R

14 P—QKt3

Kt—Q5

15 B—Q

Kt—B4



B-B3 was tempting, but after Q-R5 followed by Kt-Q5 nothing is gained. The strength of the White Kt at K3 for the defense inspired the text move.

16 B-B2 P-B3

Instead KtxKt leaves White with a weak KP, but it would necessitate the exchange of too many pieces to ensure victory.

17 Q-Q3 Q-R5  
18 B-Kt2 QR-K  
19 QR-K KtxKt  
20 PxKt R-B4!

By bringing the R to Kt4 Black's attack assumes great strength. 21 RxR loses a pawn by QxRch; R-B, QxPch.

21 Q-B3 R-Kt4  
22 R-B3? B-Q5!  
23 QxB QxRch  
24 R-B RxPch!

The point of Black's 22nd move. Otherwise if 24 ... Q-K7; (not 24 ... QxPch; 25 QxQ, RxQ; 26 R-B8 mate) 25 R-B2, Q-Kt5; 26 QxQP and Black has difficulty in forcing the win.

25 KxR B-R6ch  
26 KxB QxRch  
27 K-Kt3 Q-Kt8ch  
28 K-B3 .....

White has little choice.

28 ..... R-Bch  
29 K-K2 Q-B8ch  
30 K-Q2 R-B7ch  
31 K-B3 Q-K8ch  
32 K-Q3 Q-Q7ch  
33 K-K4 QxBch  
34 Q-Q3 QxQch

Resigns.

\* \* \*

Game No. 44

QUEEN'S PAWN

New York, February, 1933

Empire City Championship

(Notes by I. A. Horowitz)

A. Denker

B. Siff

White

Black

1 P-Q4 Kt-KB3  
2 P-QB4 P-K3  
3 Kt-QB3 P-Q4

4 B-Kt5 B-K2  
5 P-K3 Kt-K5

An early attempt to simplify at the expense of development.

6 BxB QxB  
7 PxP .....

More promising here is 7 Q-B2, KtxKt; 8 QxKt, O-O; 9 Kt-B3, P-QB4; 10 BPxP, BPxP; 11 KtxP, PxP; 12 B-K2, Kt-Q2; 13 O-O, Kt-B3; 14 QR-B, B-K3; 15 Q-R5 with the better game.

7 ..... KtxKt  
8 PxKt PxP  
9 Kt-B3 Kt-Q2  
10 P-B4 PxP  
11 BxP P-QR3  
12 O-O O-O  
13 Q-B2 P-QB4  
14 QR-B PxP  
15 PxP .....

KtxP also yields White a good game, but he prefers to obtain complete control of the central squares, not minding his isolated QP.

15 ..... Kt-B3  
16 KR-K Q-Q3  
17 Kt-K5 P-QKt4

Not QxP because of 18 KtxP, RxKt; 19 R-K7 winning the exchange.

18 B-Kt3 B-Kt2

Black's development is now complete, but it is too late as he cannot prevent White from forcing an immediate entry.

19 KtxP! RxKt  
20 BxRch KxB  
21 Q-B7ch Q-Q2  
22 QxQch KtxQ  
23 R-B7 B-B  
24 KR-QB .....

The point of White's 19th move. Black cannot save the bishop, and will remain with a pawn and exchange behind.

24 ..... K-K3  
25 RxB RxR  
26 RxR P-QR4  
27 K-B P-R5  
28 K-K2 K-Q3  
29 K-Q3 Kt-Kt3  
30 R-B5 Resigns.

If P-Kt5, R-QKt5 and another pawn falls.



## Game No. 45

## QUEEN'S PAWN

New York, February, 1933

Marshall Chess Club vs. N. Y. U.

(Notes by I. A. Horowitz)

**R. Fine****H. D. Cutler**

White

Black

- |          |        |
|----------|--------|
| 1 P—Q4   | Kt—KB3 |
| 2 P—QB4  | P—K3   |
| 3 Kt—QB3 | P—Q4   |
| 4 B—Kt5  | QKt—Q2 |
| 5 PxP    | PxP    |
| 6 P—K3   | B—K2   |
| 7 B—Q3   | O—O    |
| 8 Q—B2   | P—B3   |
| 9 KKt—K2 | P—QR4  |

An attempt to forestall White's queen side castling by an advance of the pawns on that side, which looks more threatening than it actually is.

10 O—O—O	.....
----------	-------

Ignoring the apparent threat.

10 .....	P—Kt4
11 Kt—Kt3	P—Kt3

11 ... P-R3 to be followed by R-K and either B or Kt to B is the more correct formation. Now White has a target for attack with the eventual P-KR5.

12 P—KR4	Kt—K
13 B—R6	Kt—Kt2

14 P—R5	B—Kt4
---------	-------

15 PxP	.....
--------	-------

White's attack is in full swing and Black has no time for counter-attack.

15 .....	BPxP
----------	------

16 BxKKtP!	.....
------------	-------

This sacrifice permits the entrance of the White Queen for a direct mating combination against which there is no adequate resistance.

16 .....	PxB
----------	-----

17 QxP	BxB
--------	-----

18 RxB	.....
--------	-------

Threatening QR-R against any quiet defense.

18 .....	R—B3
----------	------

19 Q—R7ch	K—B2
-----------	------

If K-B then Q-R8ch wins outright.

20 Kt—R5!	Q—B
-----------	-----

Not 20 ... RxR because of QxKtch, etc.

21 KtxR	KtxKt
---------	-------

22 Q—Kt6ch	K—K2
------------	------

23 P—K4	B—K3
---------	------

Instead PxP at once permits Black to last longer, but the result is the same.

24 Q—Kt5	PxP
----------	-----

25 KtxKP	Kt—K
----------	------

26 Q—B5ch	K—B2
-----------	------

27 Kt—Kt5ch	K—Kt
-------------	------

28 R—R8ch	Resigns.
-----------	----------

## To The American Chess Team of 1933

Battle holds no fears for you  
On the fields across the sea;  
Former conflict you'll renew,  
Pressing home your mastery  
Till your foemen, stricken, flee.  
Thus inspired, draw your sword  
Of the fatal mate to be:  
Find a win at every board!

Each advantage then pursue;  
Each advantage that you see  
Brings the end nearer in view.  
Sharpen wits and keep them free;  
You must never bend the knee—  
Loss is but a thing abhorred.  
Hence uphold your pedigree:  
Find a win at every board!

Now we bid a fond adieu;  
May your guide be harmony  
And your mishaps all too few.  
Wield your pieces carefully  
To avert catastrophe.  
If you seek ways to afford  
Proof of your ability,  
Find a win at every board!

### ENVOY

But we know that destiny  
Will to you the prize award  
If you can—what jubilee!—  
Find a win at every board!

Paul HUGO LITWINSKY



# ANALYTICAL COMMENT

By Fred Reinfeld

THEORETICAL CONTRIBUTIONS OF THE  
BAD SLIAC TOURNAMENT

QUEEN'S GAMBIT

A ... P x P

Pirc—Flohr

1 P-Q4, P-Q4; 2 P-QB4, P x P; 3 Kt-KB3, Kt-KB3; 4 P-K3, P-B4; 5 B x P, P-K3; 6 O-O, Kt-B3; 7 Q-K2, P-QR3; 8 R-Q, P-QKt4; 9 P x P, Q-B2; 10 B-Q3, B x P; 11 P-QR4, P x P! (a); 12 Kt-B3, Kt-QKt5!; 13 Kt-K4, B-K2; 14 KtxKtch, B x Kt; 15 B-K4, B-Kt2 even game (b).

(a) An important innovation. In his match with Euwe, Flohr played the more plausible 11 ... P-Kt5; 12 QKt-Q2, Kt-QR4 (12 ... O-O; 13 Kt-Kt3, B-Kt2; 14 P-K4!, Kt-Q2; 15 B-K3, Alekhine-Flohr, Bled, 1931); 13 P-QKt3, Kt-Q4; 14 B-Kt2, Kt-B6; 15 B x Kt, P x B; 16 Kt-K4, and White's position is preferable.

(b) This game is of great theoretical significance; it rehabilitates the acceptance of the Gambit as one of the satisfactory defenses.

B ... P-K3

Vidmar—Maroczy

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-KB3, P-QB4; 4 BP x P, KP x P; 5 P-KKt3, Kt-QB3; 6 B-Kt2, Kt-B3; 7 O-O, B-K2; 8 Kt-B3, O-O; 9 P x P, P-Q5 (a); 10 Kt-QKt5 (b), B x P (c); 11 B-B4 (d), P-QR3 (e); 12 R-B, B-Kt3; 13 Kt-Q6, Kt-KR4; 14 KtxB, RxKt; 15 B-Kt5, Q-Q4; White has the better game.

(a) In order to avoid Reti's move 10 Kt-QR4 after 9 ... B x P, which gives Black a very inferior game.

(b) For the more natural Kt-QR4 see the following game.

(c) Black has an excellent position now; his isolated QP has become quite powerful and exercises a restraining influence on White's game.

(d) Or 11 B-Kt5, B-Kt3; 12 Kt-Q2! (in order to get command of Q5), P-KR3; 13 B x Kt, Q x B; 14 Kt-B4, B-QB4; 15 Kt-B7, R-Kt; 16 Kt-Q5, Q-Q (Colle-Alekhine, Bled 1931).

(e) Here Spielmann gives 11 ... Kt-Q4, which would leave White embarrassed for a good reply (12 KKtxP? KtxKt; 23 KtxKt, KtxB). After the actual move White begins to get the better of it.

Bogoljubow—Maroczy

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, P-QB4; 4 BP x P, KP x P; 5 Kt-B3, Kt-KB3; 6 P-KKt3, Kt-B3; 7 B-Kt2, B-K2; 8 O-O, O-O; 9 P x P, P-Q5; 10 Kt-QR4, B-B4 (a); 11 Kt-R4, B-K5; 12 P-B3, B-Q4; 13 P-K4 (b), B-B5; 14 R-B2, Kt-Q2 (c); 15 Kt-B5, KtxP; 16 Q-B2, KtxKt; 17 Q x B, Kt-Kt3; 18 Q-Kt5 with advantage.

(a) Or 10 ... R-K; 11 P-QR3, Kt-K5; 12 KtxP, Q x Kt; 13 Q x Q, KtxQ; 14 B x Kt, KtxPch; 15 K-Kt2 (Reti-Johner, Berlin 1928) and White retains his Pawn.

(b) A plausible alternative is 13 Kt-B5, B-K3; 14 KtxBch, Q x Kt (Batik-Dr. Dührssen, correspondence 1930); with the continuation 15 P-K4, Kt-Q2; 16 Q-B2 maintaining the Pawn ahead (Becker). However, with proper play Black can win back his Pawn, namely 15 ... B-B5; 16 R-B2, Kt-Q2; 17 Q-B2, B-Kt4.

(c) Better is 14 ... P-KKt3; if now 15 B-R6, R-K; 16 P-B4 (to provide a retreat for the Kt), Kt-Q2; 17 Kt-KB3, B-QKt4 etc.

Flohr—Maroczy

1 P-QB4, P-K3; 2 P-Q4, P-Q4; 3 Kt-QB3, P-QB4; 4 BP x P, BP x P; 5 Q-R4ch (a), B-Q2; 6 Q x QP, P x P; 7 Q x QP, Kt-QB3; 8 Kt-B3, Kt-B3; 9 Q-Q, B-QKt5; 10 B-Q2, O-O; 11 P-KKt3 (b),



R-K; 12 B-Kt2, Q-Kt3 (c).

(a) This seems to offer less difficulties than 5 QxP, Kt-QB3; 6 Q-Q, PxP; 7 QxP, B-K3, 8 QxQch, RxQ; 9 P-B3, Kt-Kt5; 10 K-B2, B-B4ch; 11 P-K3, Kt-B7 (11 ... Kt-KR3; 12 Kt-K4, B-Kt3; 13 B-Kt5ch, K-K2; 14 B-Q2, KtxP; 15 RxKt! RxBch!; Bernstein-Reinfeld, Pasadena 1932); 12 R-Kt, Kt-KR3 (Kashdan-Tartakower, Bled 1931).

(b) Preferable is 11 P-K3, Q-K2; 12 B-K2; KR-Q; 13 O-O, B-KB4; 14 Q-K! (Engel-Spielmann).

(c) Continued 13 O-O, QR-Q; 14 Q-B2, P-KR3; 15 P-K3, B-KKt5, and Black's position compensates for the Pawn minus.

(C) ... P-QB3

### Spielmann—Canal

1 P-Q4, P-Q4; 2 Kt-KB3, Kt-KB3; 3 P-B4, P-B3; 4 Kt-B3, PxP; 5 P-QR4, B-B4; 6 P-K3, P-K3 (a); 7 BxP, B-QKt5; 8 O-O, O-O; 9 Q-Kt3! (b), Q-Kt3 (c); 10 B-Q2, QKt-Q2; 11 KR-B (d), Q-R4? (e); 12 P-K4! with advantage to White (f).

(a) The once popular 6 ... Kt-R3 is no longer in vogue, having suffered some severe setbacks in recent years, for example 7 BxP, Kt-QKt5; 8 O-O, P-K3; 9 Q-K2, B-K2; 10 R-Q, B-Kt5; 11 P-R3, B-R4; 12 B-Kt3!, O-O; 13 P-K4 (H. Steiner-Mikenas, Brunn, 1931).

(b) A very good move. Alternatives are:

I 9 Kt-R4, QKt-Q2; 10 KtxB, PxKt—equal game.

II 9 Kt-K2, QKt-Q2; 10 Kt-Kt3, B-Kt3; 11 Kt-R4, P-B4; 12 P-B4, Kt-Kt3; 13 B-R2, PxP; 14 PxP, KKt-Q4 (Bogoljubow-Alekhine, London, 1922); or 12 KtxB, RPxKt; 13 PxP, KtxP; 14 Q-K2, KKt-K5 (Rubinstein-Alekhine, London, 1922). Black has a superior position in both instances.

(c) It is difficult to suggest a satisfactory move for Black; on 9 ... Q-K2

White can play 10 P-R5!, P-B4; 11 PxP, BxP; 12 B-Q2, R-Q; 13 Kt-QR4, B-Q3; 14 Kt-Q4, B-Kt3; 15 B-K2 followed by B-KB3 with advantage (Spielmann-Eliskases, 5th match game, 1932).

(d) This allows 11 ... P-B4! with equality (Walter-Canal, in a subsequent round). Hence he should play 11 P-K4!, B-Kt3; 12 P-K5 directly.

(e) A fatal loss of time; he must have overlooked White's reply.

(f) Continued 12 ... B-Kt3; 13 P-K5, Kt-K; 14 Kt-K4, BxB; 15 KKtxB, Q-Kt3; 16 Q-K3!, P-QR4; 17 B-Q3.

### Flohr—Vidmar

1 P-Q4, P-Q4; 2 P-QB4, P-QB3; 3 Kt-KB3, Kt-B3; 4 Kt-B3, P-K3; 5 P-K3, QKt-Q2; 6 B-Q3, PxP; 7 BxBP, P-QKt4; 8 B-Q3, P-QR3; 9 P-QR4, P-Kt5; 10 Kt-K4 (a), P-B4; 11 PxP, KtxP (b); 12 KtxQKt, BxKt; 13 O-O, B-Kt2; 14 Q-K2 (c), Q-K2 (d); 15 P-K4, P-R3 (e); 16 P-QKt3, O-O; 17 B-Kt2, KR-Q; 18 QR-B, B-Kt3—even game.

(a) More customary is Kt-Kt-Q2-B4. The text-move is no improvement.

(b) Still stronger is Dr. Alekhine's suggestion 11 ... BxP! for after 12 KtxB, KtxKt Black has an excellent game.

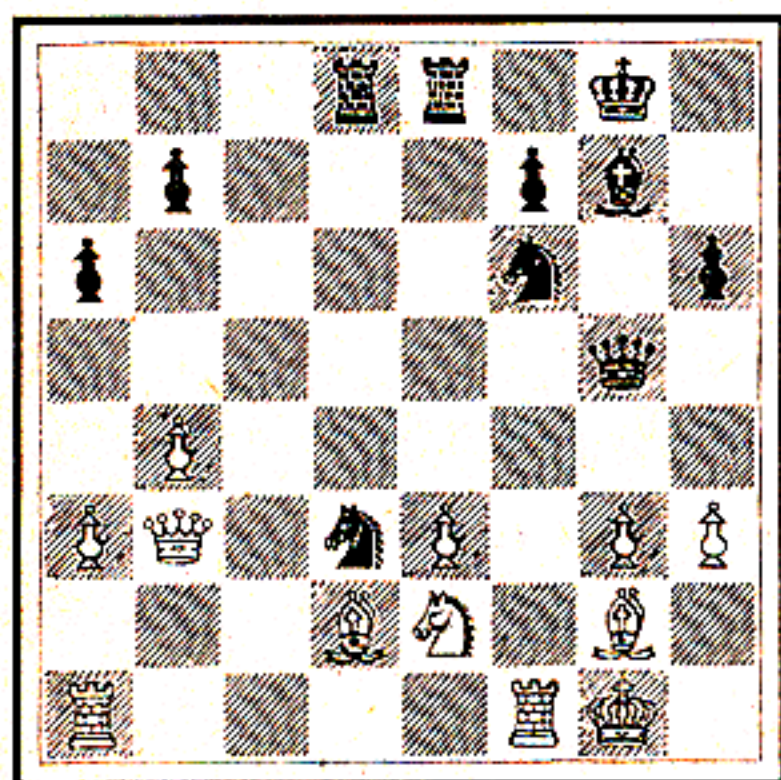
(c) White now threatens P-K4 as well as B-Kt5ch, and after the plausible continuation 14 ... O-O; 15 P-K4, B-K2; 16 P-QKt3, Kt-Q2; 17 B-Kt2, B-KB3; 18 BxB, QxB; 19 QR-B (Flohr-Kashdan, London, 1932) White's position is preferable. In the Tournament book Dr. Alekhine criticizes 14 ... O-O, since White's threat "could be simply met by 14 ... Kt-K5, and if 15 R-Q, then ... Q-B2 etc., with fair fighting chances." On 14 ... Kt-K5 White might try the following interesting line: 15 Q-B2!, for example 15 ... Kt-Kt4! (15 ... Kt-B3; 16 QxB, QxB; 17 QxP etc., or 15 ... Q-Q4? 16 BxKt); 16 QxB (KtxKt, QxKt; 17 P-K4, Q-K2), KtxKtch; 17 PxKt, QxB (17 ...



# MISTAKES OF THE MASTERS

By Lester W. Brand

BAD SLIAC, 1932  
MAROCZY



FLOHR

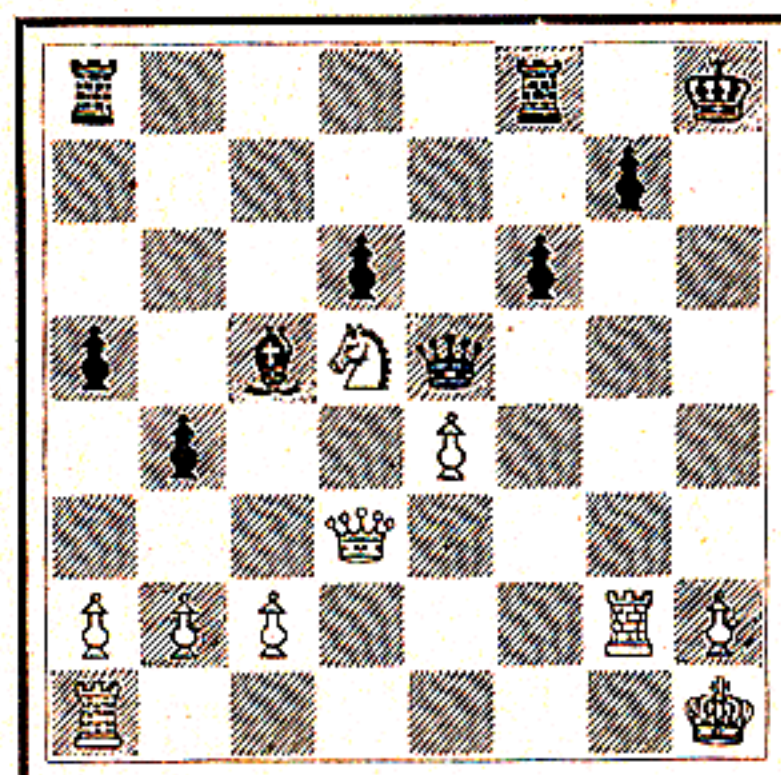
*Black to play and win*

27 RxKP?

The winning move was Kt-B4; 28 PxKt (forced, for if the queen moves then Kt(B3)-K5 wins easily) 28 ... RxB; 29 Kt-B4, QxKtP. Black threatens Kt-Q4 and RxKP and should win.

28 K—R2!	28 Q—K4?
29 BxR	29 QxB
30 R—R2	White won.

AUSTRIA, 1932  
N. N.



PROF. KREJCIK  
*Black to move*

Black is very much on the defensive, but is not willing to admit it. He should play R-R2, but instead he plays 1 ... QxKtP. He thinks he is safe partly because he threatens to remove the rook with a check and partly because his bishop prevents doubling up on the king knight file.

White, nevertheless, has a forced mate in nine moves, as follows:

2 Q-R3ch, K-Kt; 3 Kt-K7ch, K-B2; 4 RxPch! K-K (if KxR White forces mate in four); 5 Q-R5ch, K-Q2; 6 Kt-B6ch! KxKt (forced); 7 Q-Q5ch, K-Kt4; 8 R-Kt7ch, K-R5; 9 Q-Kt3ch, QxQ; 10 RPxQ mate.

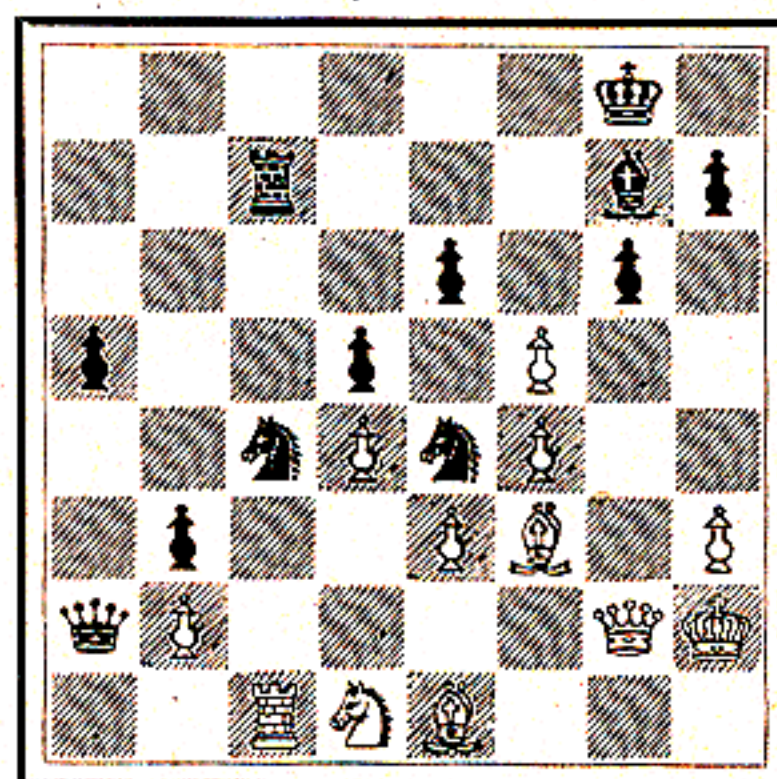
And now Black sees why White didn't want to move his rook!

\* \* \*

In the next position White had just taken the BP. Black retook probably without looking any further. The game went 32 ... KPxP; 33 BxKt, BPxB; 34 Q-Kt5 with a good attack.

BERNE, 1932

H. JOHNER



F. GYGLI

*Black to play and win*

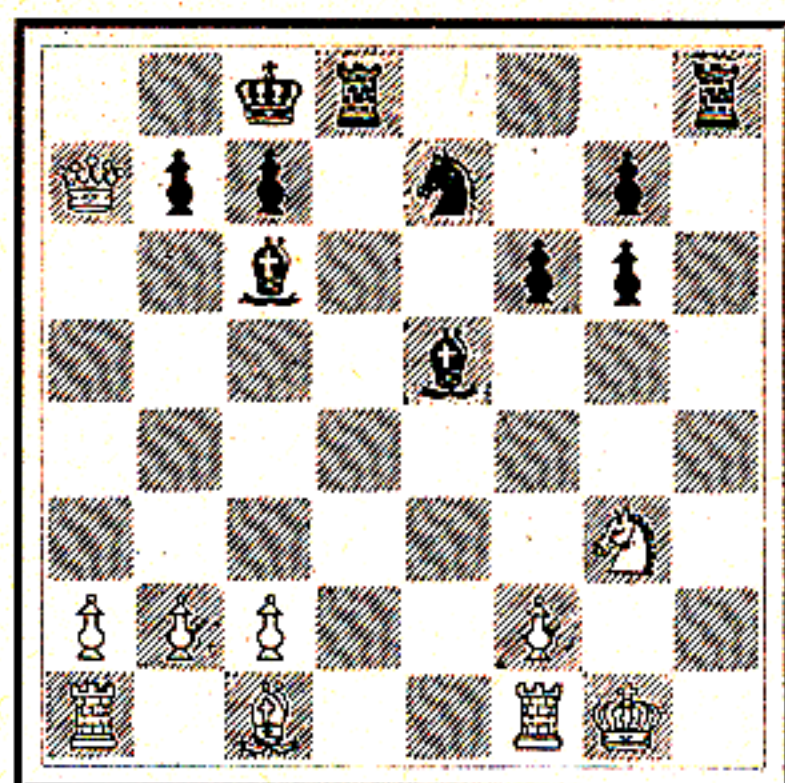
Instead Black had a very forceful continuation:

32 . . . . .	KtxP!
33 KtxKt	RxR
34 BxKt	RxB

Not PxP because of QxKP, threatening perpetual check. Now White must lose more material.



TSCHIGORIN



SCHIFFERS

Black is a queen behind, for one minor piece, but has a good attack. He played P-QKt3, followed by doubling the rooks on the KR file. White had time to prepare his defense, and escaped with a draw. Instead, Black could have announced a mate in five moves, as follows:

- |             |           |
|-------------|-----------|
| 1 . . . . . | R—R8ch    |
| 2 KtxR      | B—R7ch    |
| 3 KxB       | R—Rch     |
| 4 K—Kt3     | Kt—B4ch   |
| 5 K—B4      | R—R5 mate |

## ANALYTICAL COMMENT

Continued from page 23

BxP; 18 B-Kt, Q-R5; 19 Q-K5); 18 QxP, BxP; 19 Q-KB4 etc.

The present game is important as showing that Black can allow P-K4 without detriment.

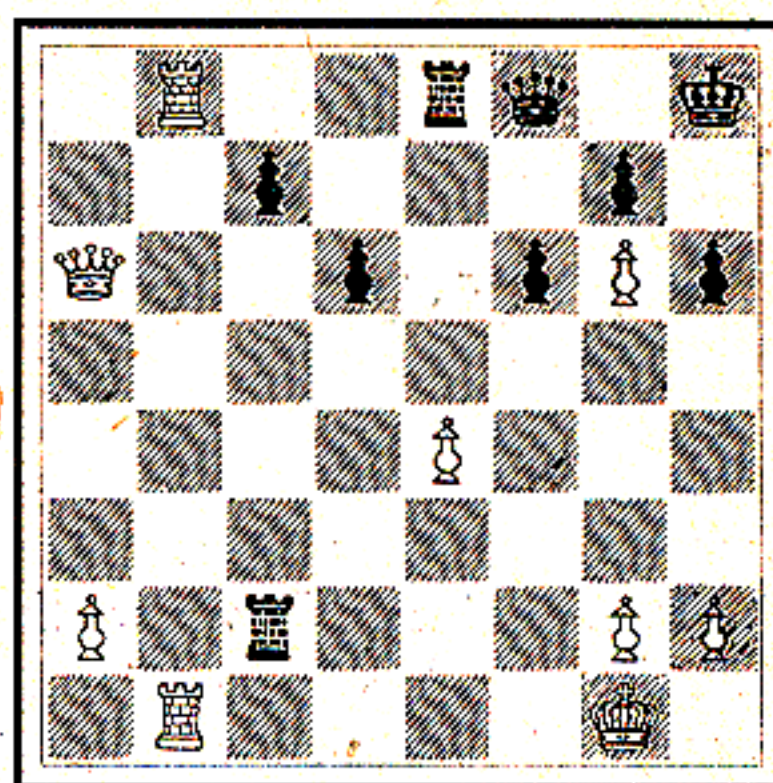
(d) This is better than . . . B-K2, as the sequel proves.

(e) It is of the utmost importance to prevent B-KKt5.

## Spielmann—Pokorny

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-Q4; 4 Kt-B3, P-B3; 5 P-K3, QKt-Q2; 6 Kt-K5 (a), KtxKt (b); 7 PxKt, Kt-Q2; 8 P-B4, B-Kt5; 9 B-Q2 (c), P-KB4 (d); 10 P-QR3, B-B4; 11 P-QKt4, P-Q5! (e); 12 Kt-R2, PxP; 13

THOMAS



CAPABLANCA

In this position Capablanca played Q-R8 and Thomas resigned. He seems to be quite justified, as RxR is threatened, and mate in a few moves apparently cannot be avoided. But there is a sufficient reply, overlooked by both players, RxRP! If QxR, RxR, and if White plays RxR, RxQ! Black emerges a pawn to the good, with at least a draw.

The interesting part is that Capablanca could have won in the diagram position by RxR, QxR; Q-R4!! The queen cannot be taken because of mate, and the rook is lost.

B-B!, B-K2; 14 BxP with advantage for White.

(a) This move (an invention of Rubinstein's) has no objective value, but has the practical purpose of avoiding the Meran Variation.

(b) Black wishes to capture before his opponent can retake with the BP, but a better method of defense seems to be 6 . . . B-K2; 7 B-Q3, O-O; 8 P-B4, P-B4! (Spielmann-Euwe, Match 1932).

(c) So far the game is identical with Rubinstein-Vidmar (San Remo, 1930) which continued 9 . . . Q-Kt3; 10 B-K2, O-O; 11 O-O, BxKt; 12 PxP.

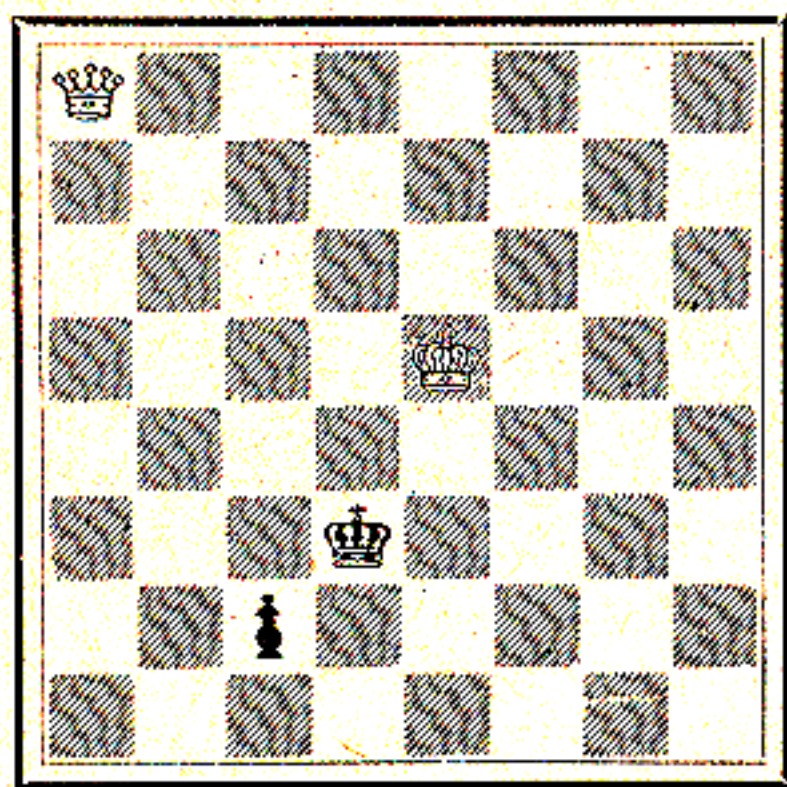
(d) On 9 . . . PxP White plays 10 Kt-K4! (but not 10 BxP?, KtxP!).

(e) Relatively the best continuation. A highly original opening.



# END GAME ANALYSIS

Last month we gave several positions with a Queen against a Pawn on the seventh. The diagram below contains a number of novel points in this ending. Similar positions occur frequently enough so that the student should be familiar with the principles involved.



*White to play and win*

White has just queened a pawn, and Black has played P-B7. If the black king were at Kt7 the game would be drawn, as on repeated checks the king would play to the corner, and QxP would be stalemate. White must try to prevent this, but how? If he plays

- |          |      |
|----------|------|
| 1 Q—R3ch | K—Q7 |
| 2 Q—Kt2  | K—Q8 |
| 3 Q—Q4ch | K—B  |

Threatening to escape to the corner. If 2 Q-R2, K-B6! But not K-Q8, when K-Q4 wins, as we shall see later.

The correct winning method is by 1 Q-Q5ch! The variations follow.

- |          |       |
|----------|-------|
| 1 Q—Q5ch | K—K7  |
| 2 Q—R2!  | K—Q8  |
| 3 K—Q4!  | P—B8Q |
| 4 K—Q3   | ..... |

Checkmate cannot be avoided. The white queen had to be at R2 to prevent any checks.

- |          |       |
|----------|-------|
| 1 Q—Q5ch | K—B6  |
| 2 Q—Q4ch | K—Kt6 |
| 3 Q—R    | ..... |

The pawn is stopped, and it is only a matter of approaching with the king.

- |          |       |
|----------|-------|
| 1 Q—Q5ch | K—K6  |
| 2 Q—Kt2! | ..... |

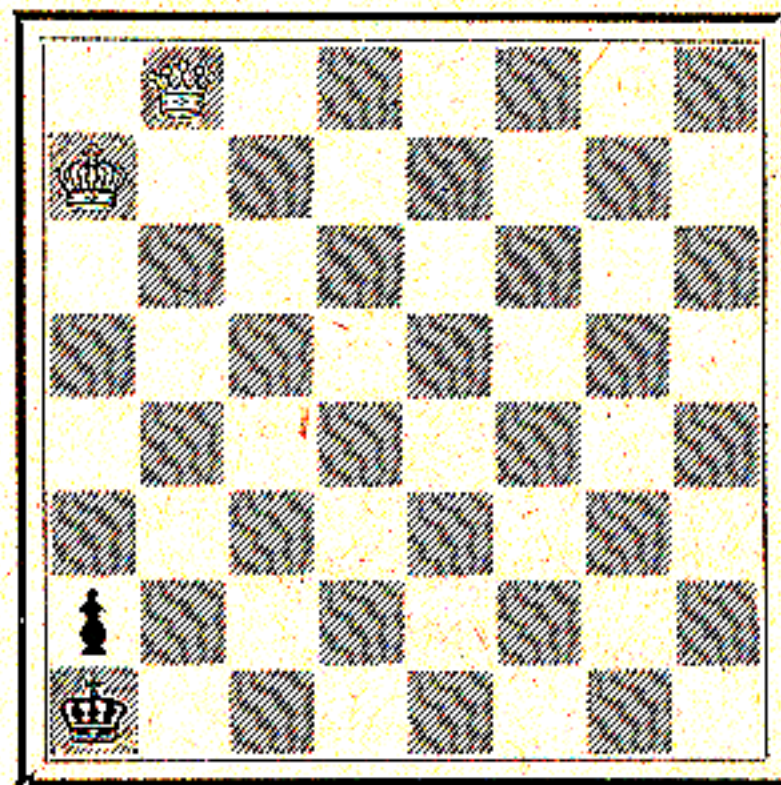
Checks lead to nothing this time. Now Black cannot queen because of Q-Kt5ch.

- |         |       |
|---------|-------|
| 2 ..... | K—Q6  |
| 3 Q—Kt5 | ..... |

Again the pawn is stopped, and Black is helpless.

\* \* \*

In the following position Black is also allowed to queen. The white king arrives just on time. Ordinarily, the king must be within two squares of Kt3, in order to obtain the desired mating position. Here he gains time by an interesting manoeuvre.



*White to play and win*

- |          |       |
|----------|-------|
| 1 K—Kt6! | K—Kt7 |
| 2 K—B5ch | K—B7  |

Now White is ready. The continuation shows the proper procedure in this type of ending.

- |          |       |
|----------|-------|
| 3 Q—K5   | K—Kt8 |
| 4 Q—Kch  | K—Kt7 |
| 5 Q—Q2ch | K—Kt8 |
| 6 K—Kt4! | P—R8Q |
| 7 K—Kt3  | ..... |

And mate follows.



# BOOK REVIEW

By F. Reinfeld

MODERN CHESS OPENINGS, 5th edition, completely revised by P. W. Sergeant, R. C. Griffith and M. E. Goldstein. 292 pp.  $7\frac{1}{2}$  x  $4\frac{5}{8}$ . Whitehead and Miller, Ltd. Cloth \$1.75.

Chess players in America have been eagerly waiting for the new edition, which has all the features that made the previous editions indispensable to all those desirous of keeping abreast with the latest developments in the theory of the openings. The analytical material extends as far as the London tournament of last year, and is hence more up to date than any similar work. The analysis is authoritative and accurate, being collated in great measure from the work of leading authorities like Alekhine, Tartakower, Knoch, and Becker. Despite the comprehensive scope of the work, the editors have taken pains to exclude all irrelevant material, in order to render their compilation as useful as possible to the student.

\* \* \*

LONDON TOURNAMENT BOOK, 1932, annotated by Dr. A. Alekhine. 86 pp.  $9\frac{1}{4}$  x  $5\frac{7}{8}$ . David McKay & Company. Cloth, \$2.50.

The London tournament produced some chess of a very high order (our readers will recall the games Alekhine-Winter and Flohr-Thomas, which we gave in our first issue) as was to be expected from an entry made up of Alekhine, Tartakower, Maroczy, Flohr, Kashdan, Sultan Kahn, Koltanowski, and the usual English contingent.

The chief feature of the volume, is, however, the world champion's annotations, which are in his usual vein: authoritative, perspicuous, and to the point.

The format is excellent, and in addition to the usual tables the book contains an interesting article on the players by J. du Mont, as well as several blank pages for memoranda.

EVERY GAME CHECKMATE. 2nd Series.

Compiled by W. H. Watts and Philip Hereford. 166 pp.  $7\frac{1}{2}$  x  $4\frac{3}{4}$ . David McKay Co. Paper \$1.00, Cloth \$1.25.

The new edition is a completely modernized version, for, as the Editors point out in the Preface, "all but two (of the games) are of the twentieth century, while the large majority actually occurred in the bigger master tournaments of the post-war period." Despite the limitations imposed by the title, the editors have endeavored—for the most part with success—to maintain a very high artistic standard in their selections. Another welcome feature of the volume is that although obeisance is duly made to the "old standbys," fully seventy-five of the 101 games have been culled from sources usually inaccessible to the ordinary player.

For the benefit of the student, the moves constituting each checkmate are given at the end of the book, the purpose of this procedure being to allow the reader to work out the solutions for himself. The annotations are not very numerous, but they will be found helpful and suggestive. The volume is gotten up very attractively, with copious diagrams and an index of the players and the openings.

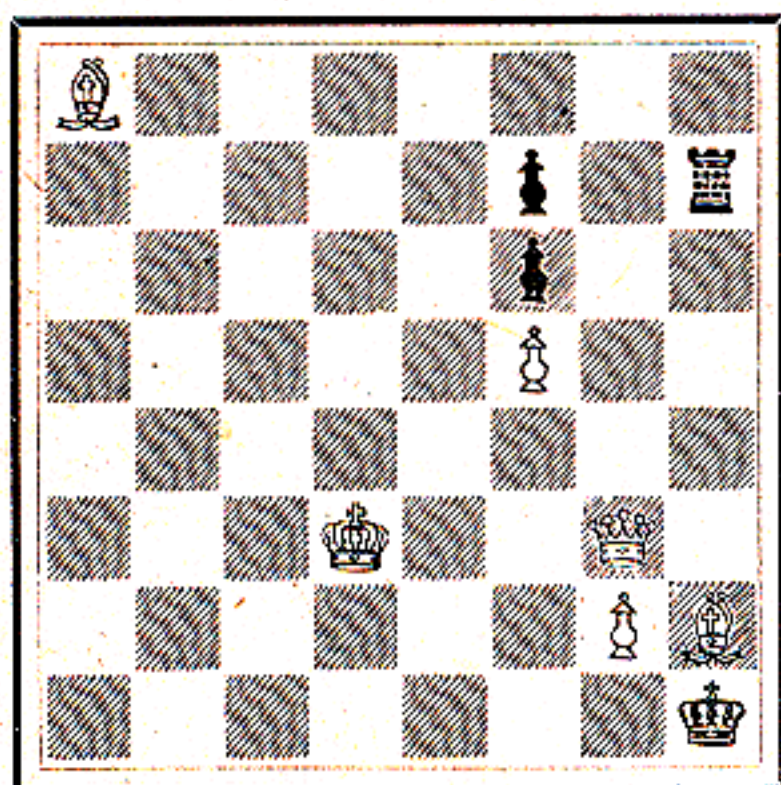
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MORPHY GLEANINGS, by P. W. Sergeant. 114 pp.  $7\frac{5}{8}$  x  $5\frac{5}{8}$ . David McKay & Co. Cloth, \$2.50.

Those who have read with pleasure the author's standard work on Morphy, will be interested in the present book—the fruit of many years' research. The volume contains new biographical details of Morphy's life, thirty-five of his games hitherto unpublished, contemporary impressions of the great master, and—most interesting of all—fifteen games of the La Bourdonnais and MacDonell matches with Morphy's annotations, which shed valuable light on the oft-debated problem of the extent of his actual knowledge of the game, as distinguished from his practical achievements in over the board play.

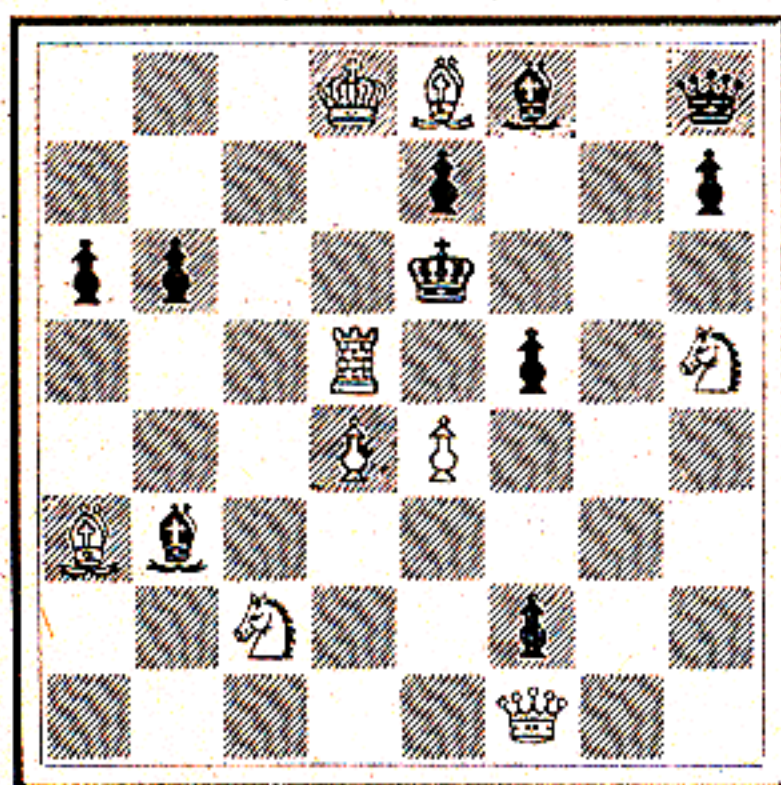


No. 37  
KONRAD ERLIN  
VIENNA, AUSTRIA  
(ORIGINAL)



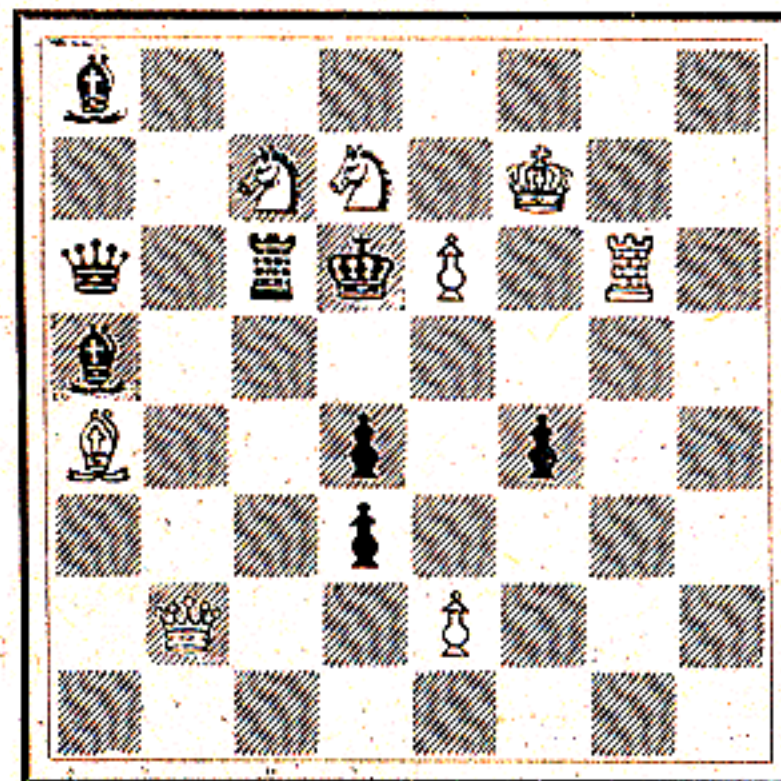
White mates in two moves

No. 38  
NICHOLAS GABOR  
CINCINNATI, OHIO  
(ORIGINAL)



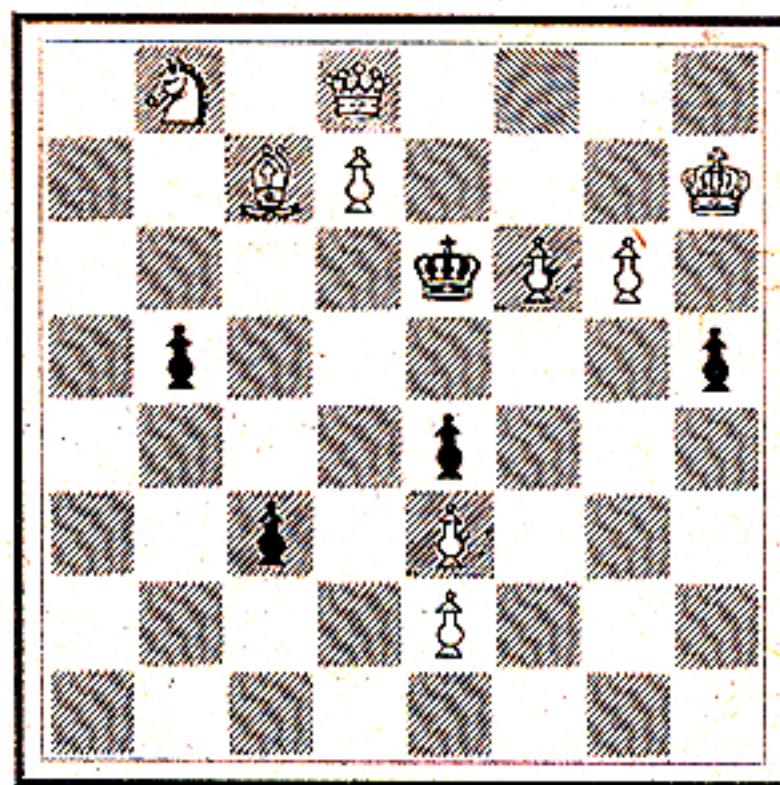
White mates in two moves

No. 39  
P. G. KEENEY  
BELLEVUE, Ky.  
(ORIGINAL)



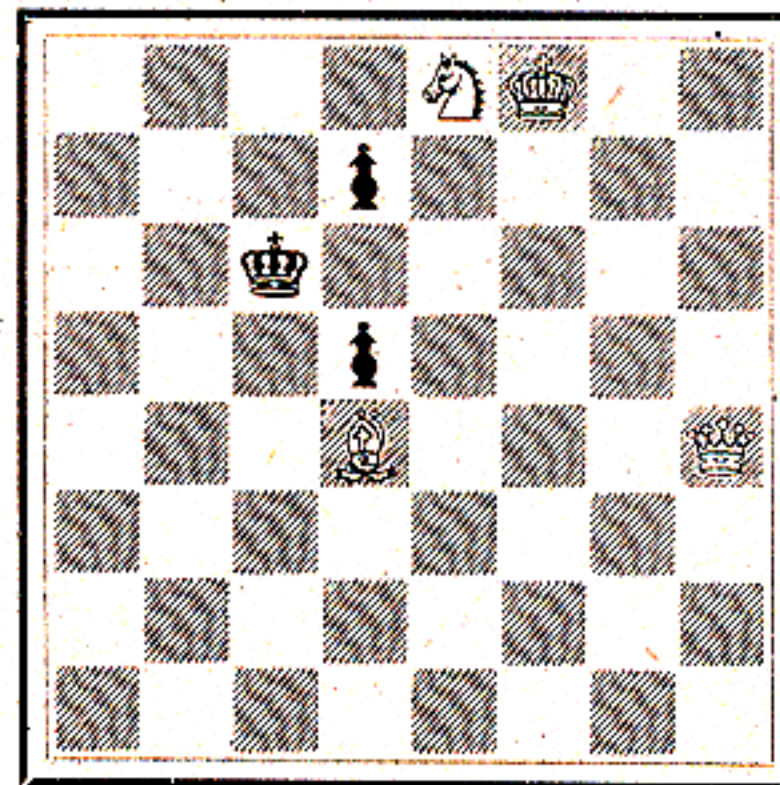
White mates in two moves

No. 40  
H. W. BETTMANN  
CINCINNATI, OHIO  
(ORIGINAL)



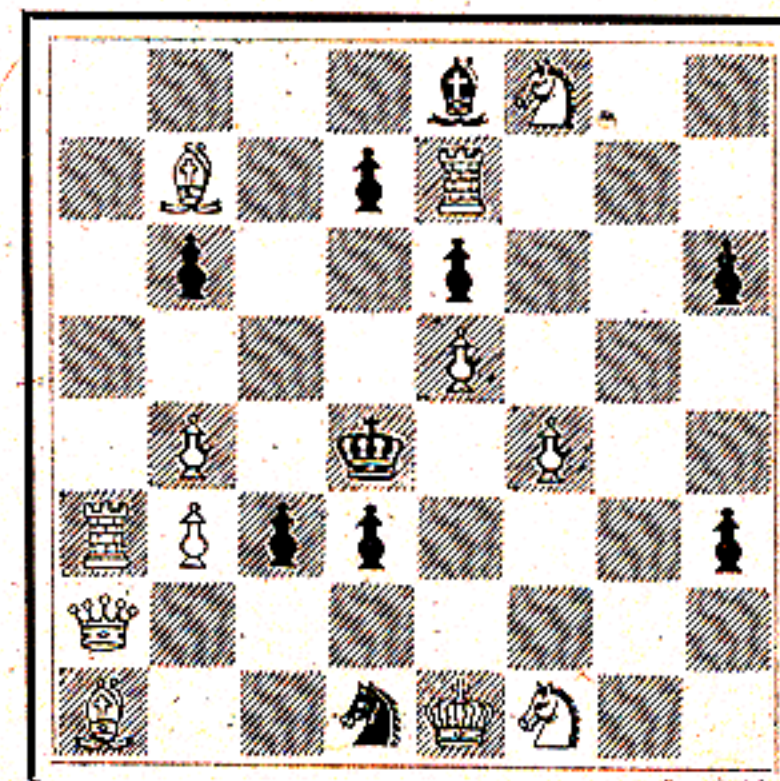
White mates in three moves

No. 41  
R. CHENEY  
ROCHESTER, N. Y.  
(ORIGINAL)



White mates in three moves

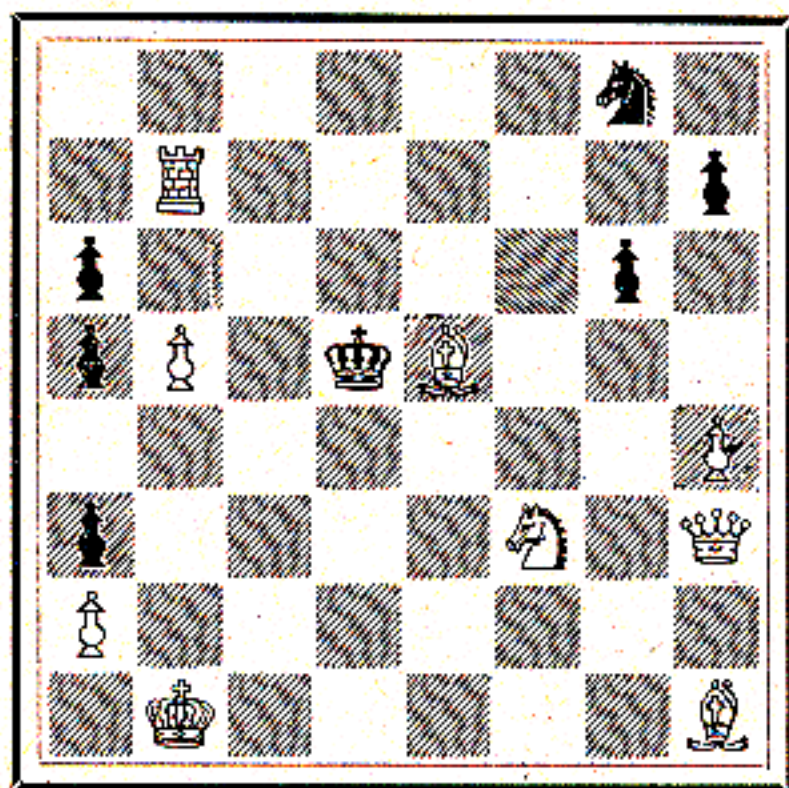
No. 42  
VINCENT L. EATON  
(ORIGINAL)  
CINCINNATI, O.



White mates in three moves

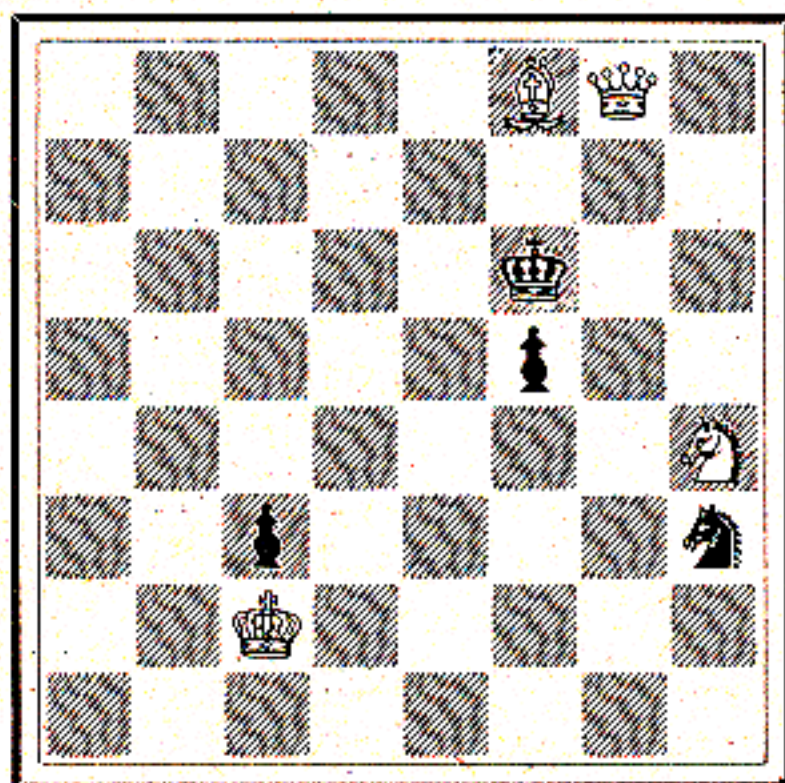


No. 43  
A. J. FINK  
SAN FRANCISCO, CAL.  
(ORIGINAL)



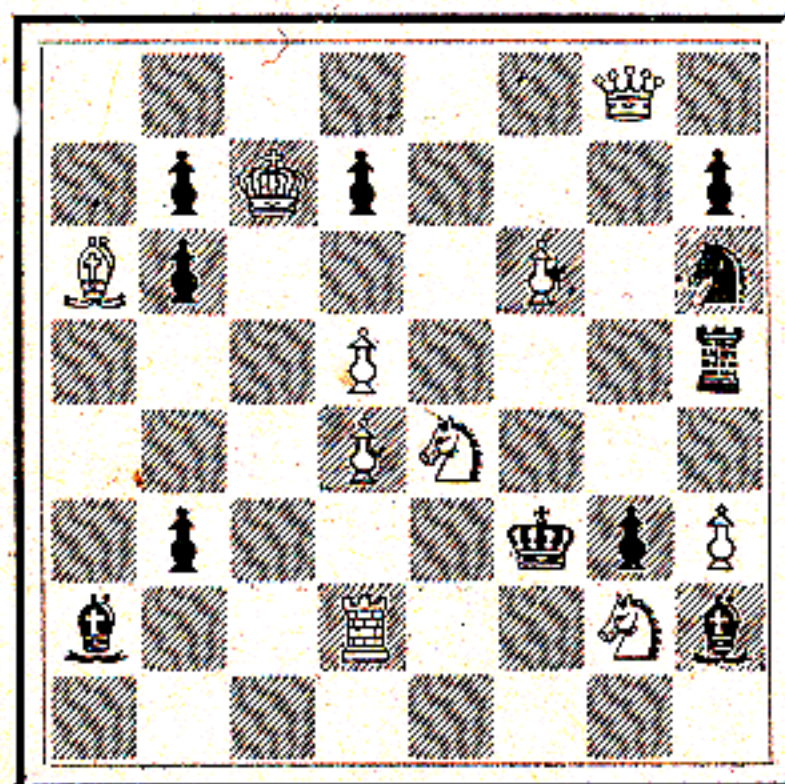
White mates in three moves

No. 44  
W. JACOBS  
NEW YORK CITY  
(ORIGINAL)



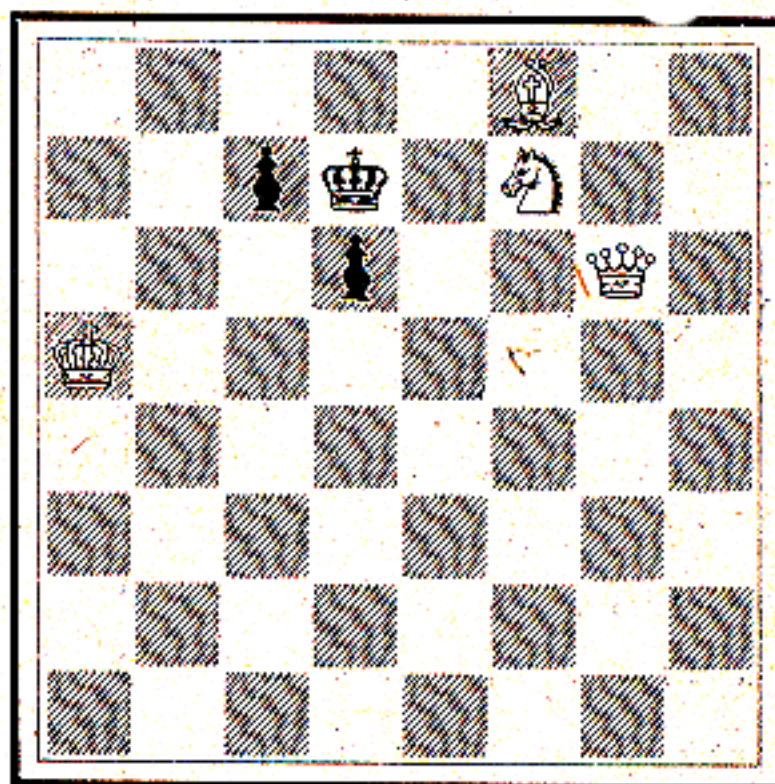
White mates in three moves

No. 45  
ISAAC KASHDAN  
NEW YORK CITY  
(ORIGINAL)



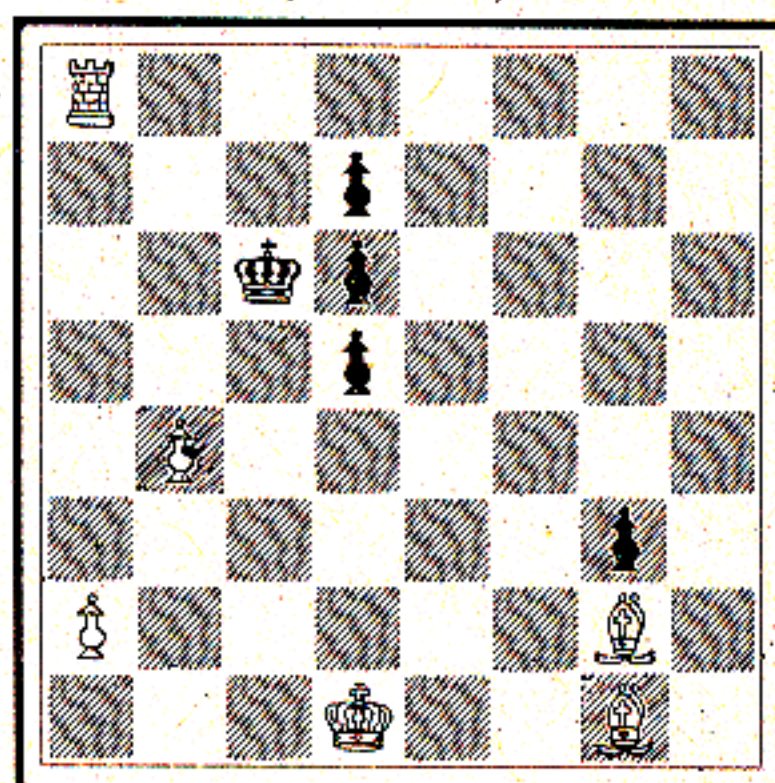
White mates in three moves

No. 46  
WILBUR VANWINKLE  
ENDICOTT, N. Y.  
(ORIGINAL)



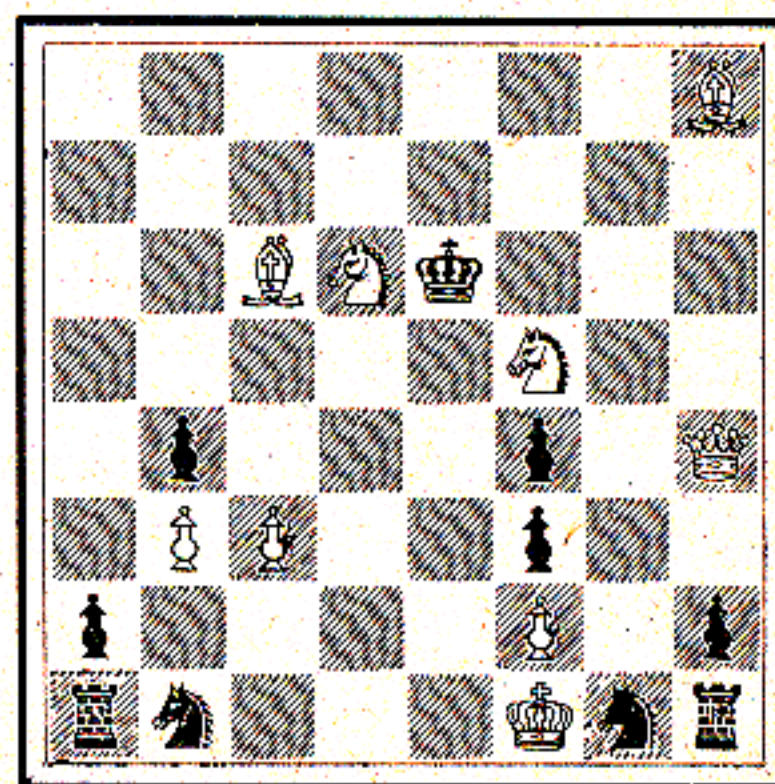
White mates in three moves

No. 47  
GILBERT DOBBS  
CARROLLTON, GA.  
(ORIGINAL)



White mates in four moves

No. 48  
G. ERDOS  
DEDICATED TO G. HUME'S 70TH BIRTHDAY  
(ORIGINAL)



Self-mate in three moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

## Our Problems this Month

**W**E are happy to be able to bring our solvers new contributions from old friends and hope that those who have already sent in solutions will continue to do so and that new solvers may be induced to enter our Ladder Solving Contest. It is continuous, and every and any solver is sure of first place sometime, if he only keeps on.

No. 37 by the Vienna veteran composer, a pointed bit.

No. 38 Nicholas Gabor, a rising composer who has contributed a number of interesting 2 movers to Dr. Keeney's column in the Cincinnati Enquirer.

No. 39 Dr. Keeney shows that the theme illustrated is open to new interpretations.

No. 40. Another fine example of the theme of Dr. Bettmann's number 27 of our March number.

No. 41. The composer is a devotee of the miniature problem.

No. 42. Quite complex in idea and treatment. The composer is one of the rising artists of our day.

No. 43. It is a real pleasure to be able to publish this new problem by A. J. Fink, who besides being a practical player is still more famous as a composer.

No. 44. The main play here is not new but there is added a sharp point in the fine try, 1 B-Q6, Kt-B5 and white has no tempo move at his command!

No. 45. Composed when Mr. Kashdan was not so deeply absorbed in the game as at present.

No. 46. M. Van Winkle, we believe, is a comparatively new composer.

No. 47. Dr. Dobbs may always be de-

pended upon for something worth while. This is not a difficult four mover but is very pretty.

No. 48. An echo of Mr. Hume's recent birthday.

As our solution contest ends in a dead heat with seven solvers at 58 points, we shall have to postpone our reward. In our next issue the two leading solvers will win prizes. If there are still more than two solvers tied for top score we shall delay the award until the June number when the three highest scores will be awarded place.

## Solutions

No. 1. O. Stocchi. 1 R—QB8

Nice variety, clever and elusive.—H. H. Daum.

Nice play but though giving three flights is almost apparent.—Nels Nelson. Just fair I should say.—G. Dobbs.

No. 2. A. Mari. 1 R—K

Fine and tricky.—G. Dobbs. Beautiful.—W. Jacobs.

No. 3. S. Lewmann. 1 Kt—Kt5

A few solvers tripped on this submitting Kt-B5 as key.

No. 4. A. Ellerman. 1 R—KKt7

Exceedingly clever.—J. H. Daum. Ellerman is a master in bi-move strategy. It is amazing how much variety is achieved by shutting off the line QKt1-KR7.—Nels Nelson. Cleverly arranged—G. Dobbs.

No. 5. A. Ellerman. 1 Q—QB2

Hardly up to Ellerman's standard—G. Dobbs. Somehow this seems insufficient—W. Jacobs.

No. 6. H. Hermanson. 1 Q—KB2

Difficult and subtle, one hesitates to move the queen off the diagonal—Nels Nelson. Abandoning QxQ mate after QxKt and preparing for PxQ mate instead. The variety is scant in character.

No. 7. N. Easter. 1 Kt—KKt5

Excellent. The interference is hidden—Nels Nelson. Several solvers submitted Kt-Q8, a good try.

No. 8. G. Christoffanini. 1 Q—KB7



No. 9 S. Lewmann. 1 P—KKt7

Threat,	2 Kt-Kt6ch;
BxP,	2 Kt-Kt4ch.
Kt-K7,	2 Kt-B7ch.

Nice work with white knights and bishops—O. H. Ludlow. The play of the knights is good—G. Dobbs.

No. 10. G. Christoffanini. 1 B—Q

Very fine knight play—Nels Nelson. Only second prize for this gem. I would put it ahead of No. 7 any day—Davis O'Shea. This has a fine key move.

No. 11. M. Barulin. 1 Kt—R5

A number of solvers listed Kt-R3 as Key.

No. 12. J. de Andrade. 1 B—R3

Threat,	2 Kt-K7ch;
B-Kt4,	2 Kt-B6ch;
R-QKt2,	2 BxR;
R-QR2,	2 Kt-B7ch;

Interesting problem with nice sacrificial combinations, demanding a nicety of play and accurate timing—O. H. Ludlow. Some very fine play—Nels Nelson. An original interference scheme about its only merit—G. Dobbs. Neither No. 9 nor 12 look like prize winners to me—D. C. McClelland.

No. 13 Dr. P. G. Keeney. 1 Q—QR8

Good key and nice play.—Nels Nelson.

More or less conventional though the Kt interferences are interesting.—G. Dobbs.

Q-B6 and Q-Kt7, both submitted by solvers, emphasize the pointed key. The black Kt at KB5 introduces two interesting variations.

No. 14. Kenneth S. Howard. 1 B—Q6

Good main play.—Nels Nelson.

No. 15. Meyer Schleifer. 1 R—QKt5

Only objection is the rather sluggish white Queen.—G. Dobbs.

Some nice try's and moderate difficulty and strategy. White Queen almost a breach of economy.—D. C. McClelland.

No. 16. H. W. Bettmann. 1 Kt—KB2

Threat,	2 Q-Kt3ch;	Q-K5,	2 QxQch;
B-K7,	2 QxBch;	R-Q5,	2 QxRch;
R-K6,	2 QxRch;	Kt-K6,	2 Q-B5ch.

Embodies the idea of the Queen sacrifice coupled with the use of the vacated square occupied by the Queen. The composer must have put considerable effort into the composition of this problem.—O. H. Ludlow.

Bold and amazing strategy worthy of Bettmann's great talent.—G. Dobbs.

Very difficult but worth all the trouble.—N. Malzberg.

No. 17. Maxwell Bukofzer. 1 B—Kt7

K-B5. 2 Kt-Kt2ch; K-Q5, 2 Kt-B2ch.

The pretty and pure mate tripled. Dainty.—Nels Nelson.

A fine chamaleon.—W. Jacobs.

No. 18. W. Jacobs. 1 Q—QR8

K any, 2 BxP.

The composer informs us the position is an improvement of an earlier problem published in the Cincinnati Enquirer.

Pretty.—N. Malzberg.

Truly an original composition.—D. C. McClelland.

No. 19. Johannes Ohquist. 1 KtxBP

Threat, 2 KtxP mate; B-Kt, 2 Q-KB;

PxKt, 2 Q-R3.

The composer deserves a big hand.—Nels Nelson.

Good strategy 1 Kt-K4, R-R6 an alluring try. G. Dobbs.

Nice construction.—G. R. Traver.

No. 20. Otto Wurzburg. 1 Q—QKt

Threat, 2 Q-QKt8; K-R3, 2 K-B6;

Kt-Kt3, 2 Q-QKt2; KxP, 2 K-B4.

No. 21. Johannes Hane. 1 Q—QB

Threat QxB and QxP

BxQ, 2 K-Kt8; B-B5ch, 3 PxB;

BxKt, 2 B-R5ch; KxB, 3 Q-Q2ch;

P-K8(Q), 2 QxP; K-B2, 3 K-K6ch;

RxKP, 2 B-R5ch; KxB or Kt, 3 QxPch;

K-B2, 2 Kt-K6ch; K-any, 3 QxP.

Exceptionally fine.—P. L. Rothenberg.

A problem of great beauty and many subtle vars.—O. H. Ludlow.

Very difficult and has beauty too—a more or less rare combination.—G. Dobbs.

Not easy.—W. Jacobs.

No. 22. W. A. Shinkman. 1 B—QR7

This is a fine problem even today.—Nels Nelson.

Very good for an old timer.—G. Dobbs.

Fine construction.—G. R. Traver.

No. 23. A. C. White. 1 R—QR5

An unusual problem and one of the finest two movers I have seen for years.—Nels Nelson.

It is astonishing how solvers, both good and fair, were tripped by this subtle two mover. R-KR5, R-KB5, B-B3, P-B3 were all submitted as keys.

No. 24. C. S. Kipping. 1 R—QR3

Kt-B2ch, 2 KxQP; KtxKtch, 2 B-K3;

Kt-Qch, 2 KxKt; Kt-B5ch, 2 K-Q6

Kt-Bch, 2 KxKt; Kt-Q5ch, 2 K-B6;

Kt-Kt2ch, 2 KxBP; Kt-B4ch, 2 Kt-K6.

A masterpiece of its kind—thematic key and complete black Kt wheel.—G. Dobbs.

Marvellously intricate.—D. C. McClelland.



black bishop for the black knight he could add the really thematic main play of the problem.

J. Sheridan Albert sends in the solution to this problem.

January by Otto Wurzburg. R-K2

February by Sam Loyd. 1 Q-QKt8

RxQ, 2 Kt-K5; PxKt, 2 QxR: B-R7, 2 Q-R2!

Originally published with a black knight—instead of a black bishop at Kt8. It was No. 150 of Loyd's Chess Strategy 1878. Fully thirty years after Loyd discovered that by substituting the

## CORRECTION

Problem No. 36 Miroslav Sonkup.

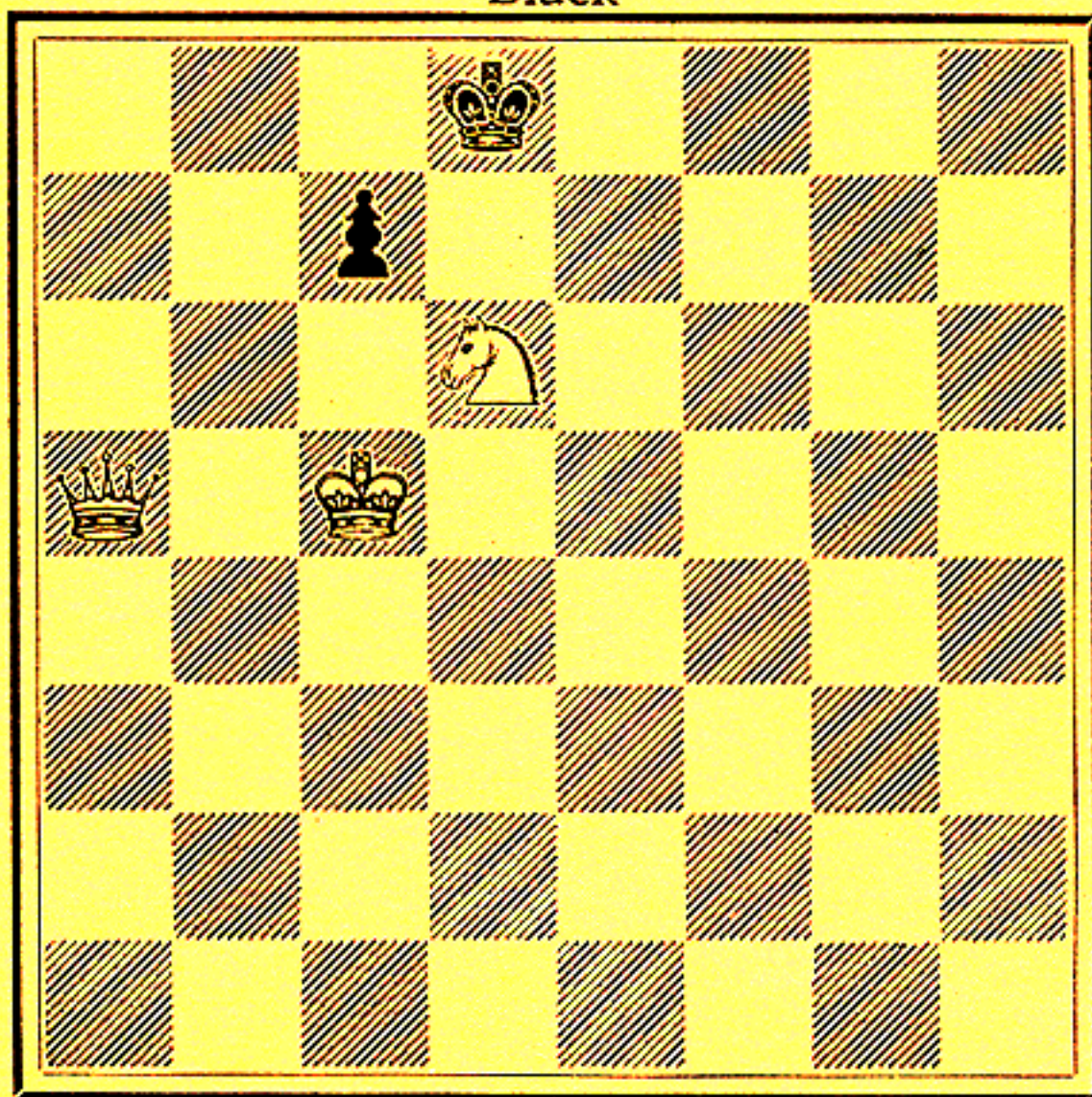
The inscription "Dedicated to Alain C. White" should have appeared with this position. We regret the oversight.

[illegible]



# The CHESS REVIEW

Black



White

WHITE MATES IN THREE MOVES  
By JASPER JESPERSEN

E D I T E D B Y I . K A S H D A N

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WHO'S WHO IN CHESS	— — — — —	I. KASHDAN
PROBLEM REVIEW	— — — — —	OTTO WURZBURG

MAY, 1933 - - - MONTHLY 25 cts. - - - ANNUALLY \$2.50



# *The* **CHESS REVIEW**

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# NEWS OF THE MONTH

THE United States Chess Team Committee announces progress in its drive to obtain funds for the expenses of the American Team which is to represent us in the International Team Tournament in Folkestone, England. This cause has drawn to its support most of the best known and most influential men in the chess world. Among the Committee are Horace R. Bigelow, Fritz Brieger, Charles A. Colman, Hermann Helms, Isaac Kashdan, Norbert L. Lederer, Alfred A. Link, *Treasurer*, Arthur Malkenson, Alrich H. Man, Frank J. Marshall, Leonard B. Meyer, Dr. Herman Mond, James R. Newman, *Secretary*, Harold M. Phillips, *Chairman*, Gustavus A. Pfeiffer, George E. Roosevelt, Leon Rosen, David Rosenbaum, Frederick N. Sard, Charles B. Saxon, Walter Penn Shipley.

The fund is still short of the goal necessary to send five players abroad. As there is little time left, the American chess public is urged to help. Contributions in any amount will be welcomed. They can be sent to the office of the Secretary, James R. Newman, 551 Fifth Ave., New York City.

\* \* \*

The tournament to select the three players who are to accompany Frank J. Marshall and Isaac Kashdan as members of the American Team is scheduled to start Saturday, May 6, at the Marshall Chess Club. Unless there are some last minute entries, the following twelve players will participate, playing a round-robin: N. Beckhardt, A. W. Dake, A. S. Denker, R. Fine, N. Grossman, M. Hassialis, I. A. Horowitz, F. Reinfeld, E. Schwartz, A. C. Simonson, H. Snowden and R. Willman.

The rounds will be divided among the Marshall, Manhattan, and West Side Chess Clubs. Besides the interest in the tournament itself, the added incentive of representing the United States should produce sharp contests, and some good chess.

\* \* \*

The British Chess Federation announces that sixteen nations have already entered teams in the Team Tournament for the Hamilton-Russell Cup, to be played at Folkestone from June 12 to 26. Some of them have indicated the individual members of their teams. The entries follow: Argentine Republic, British Chess Federation (R. P. Michell, Sir G. A. Thomas, Sultan Khan, W. Winter, and one other), Czechoslovakia, Denmark, Esthonia, France, Hungary (G. Maroczy, L. Steiner, Dr. A. Vajda, K. Havasi, and A. Lilienthal), Ireland, Italy, Latvia, Lithuania, Poland, Scotland, Spain, Sweden (K. Berndtsson, E. Lundin, A. Wilson, G. Stoltz, and G. Stahlberg), and the U. S. A., which will have its hands full defending the Cup against this opposition. Austria, Yugoslavia and Mexico are preparing to send teams and there may be other last minute entries.

\* \* \*

The Metropolitan Chess League season ended in a fine victory for the Marshall Chess Club, which has now won the title for three years in succession. Each time it was the Manhattan Chess Club which bowed in defeat in the final round. The cream of the New York talent took part in the match, which has come to be one of the most interesting fixtures in Metropolitan chess. The full pairings follow:

Manhattan C. C.		Marshall C. C.	
I. Kashdan . . . . .	1	R. Fine . . . . .	0
A. Kupchik . . . . .	1/2	F. J. Marshall . . .	1/2
A. Kevitz . . . . .	1/2	A. W. Dake . . . . .	1/2
R. Willman . . . . .	0	E. Tholfsen . . . . .	1
A. S. Denke . . . . .	1/2	F. Reinfeld . . . . .	1/2
I. A. Horowitz . . . .	0	A. E. Santasiere . .	1
L. Samuels . . . . .	0	H. S. Howard . . . .	1
E. Schwartz . . . . .	0	N. Grossman . . . . .	1
	2 1/2		5 1/2



Due to a victory over the West Side Y. M. C. A. while the Mannhattans were losing, the Empire City Chess Club took second place in the League. Though the Manhattan Chess Club had more game points, the match totals were the basis for the prize awards, and the two losses were sufficient to put them in the lowest position they have occupied for years. Following are the scores in the League, with the exception of a few unfinished games which do not affect the result.

Club	Matches	Games
Marshall .....	11-0	67-20
Empire City .....	9½-1½	60-28
Manhattan .....	9-2	67½-20½
West Side .....	7-4	44-37
Hungarian .....	6½-3½	47-38
Scandinavian .....	5½-5½	44½-40½
City College .....	5½-3½	41½-32½
International .....	5-6	43½-44½
Queens .....	2-9	26-62
New York U. ....	2-8	19½-59½
Caissa .....	1-10	30-55
Columbia .....	0-9	9½-51½

\* \* \*

A team of thirteen men, representing the Manhattan Chess Club, were the guests of the Philadelphia players in a match played at the Benjamin Franklin Hotel, Philadelphia, on May 1. The visitors were rather rude, taking the match by a score of 9-4. The victors for the Manhattan were A. Denker, I. A. Horowitz, E. Schwartz, H. M. Phillips, R. Willman, and C. Saxon. D. Weiner was the lone Philadelphian to win his game.

\* \* \*

Over a hundred and ten players took part in a chess match between Reading and Allentown, played at Allentown on April 20. The result on the 55 boards was an exact tie, 27½-27½. Interest in chess is keen in this region, and there are plans for a hundred board match in the near future.

\* \* \*

The St. Louis Y.M.C.A. won the Chess Team Championship by a match score of 5-1. The Missouri Pacific Chess Club

was second, 4½-1½, and the Y.M.H.A. third, 2½-3½.

As this issue goes to press, Isaac Kashdan is preparing to leave for a month's tour of the East and Middle-West. This is in the nature of a farewell, as he is scheduled to sail on June 3rd with the American Team for Folkestone, England. His route, as scheduled so far, includes: Binghamton, May 3rd; Cleveland, May 5th; Detroit, May 6th; Chicago, May 8th; Milwaukee, May 13th; Minneapolis, May 15th; Omaha, May 16th; Springfield, Mo., May 17th; St. Louis, May 18th; Charleston, W. Va., May 22; Buffalo, May 26th; Toronto, May 27th; Montreal, May 29th. Several other cities have not yet fixed their dates. Clubs desiring displays can write for information to "The Chess Review."

\* \* \*

The 57th annual chess match between Oxford and Cambridge Universities, played at the City of London Chess Club last month, was won by Oxford, 5-2. The all-time result is slightly in favor of Cambridge, 26 matches to 25, and 6 ties.

\* \* \*

Salo Flohr beat the Swiss player H. Grob in a match by 4½-1½. Flohr lost the first game by a curious oversight, described in the "Mistakes of the Masters" in this issue. Thereafter he showed his true skill, winning the match in good style.

H. W. Barry, renowned problemist, and since 1904 problem editor of the American Chess Bulletin, died of a sudden stroke in his home on April 23. He had many friends in the chess world, and a winning optimism which never failed him. In private life he was a musician, teaching violin for a livelihood. He was 54 years old, and on the eve of his seventh wedding anniversary. His loss will be felt in chess circles the world over.



I. A. Horowitz, member of the championship United States Team, just recently completed his first Good-Will exhibition tour for "The Chess Review," visiting clubs in Long Island, Up State New York, and New Jersey, where he combined interesting lectures with brilliant simultaneous exhibitions. His record for the tour follows:

	G	L	D	W
White Plains Chess Club	24	0	1	23
Newark Rice Chess Club	42	1	9	32
Jersey City Y. M. C. A.	13	0	1	12
East Orange Chess Club	28	0	1	27
Lawrence, Long Island . . .	3	0	0	3
Newburg Bay Chess Club	14	0	1	13
U. S. Military Academy..	13	1	2	10
Totals. . . .	137	2	15	120

\* \* \*

The H. Y. P. D. League Individual Championship was won by Martin C. Stark, Harvard, 1933, with a score of  $3\frac{1}{2}-1\frac{1}{2}$ . Second was his team-mate, Vincent L. Eaton, Harvard, 1934, 3-1. Neither was defeated. The others in the order of their finish were; McCormick, Princeton,  $2\frac{1}{2}-1\frac{1}{2}$ ; Day, Dartmouth, 1-3; and Dean, Dartmouth, 0-4. A representative from Yale had been expected, but did not appear.

\* \* \*

The Cosmopolitan team won first place in the annual tournament of the Metropolitan Chess League of Boston, by a match score of  $10\frac{1}{2}-1\frac{1}{2}$ . The Boston City Club was a close second,  $9\frac{1}{2}-2\frac{1}{2}$  and Harvard third,  $8\frac{1}{2}-3\frac{1}{2}$ . Boylston was fourth, 6-6 while Bay State, Lynn and Wells Memorial constituted the rear guard.

\* \* \*

The Empire City Chess Club is planning a Bronx County Championship to start about August 1st. They are hoping for a large entry list. The first step will be an elimination tournament to reduce the number to twelve, who will then play a round-robin for the title. Anyone interested can write to Dr. B. Block of the Tournament Committee, 52 E. Kingsbridge Road, Bronx, N. Y.

On April 23, a closely contested match played at La Crosse, Wisconsin, between six Chicago and six Minneapolis players resulted in a  $3\frac{1}{2}-2\frac{1}{2}$  victory for Chicago. The winners for Chicago were Friedman and Wagner, and for Minneapolis, F. S. Hazard. The most fiercely contested game was on the first board between A. C. Margolis, Chicago, and S. S. Barnes, Minneapolis, which finally resulted in a draw.

The idea of meeting at a half-way point is a good one, and should facilitate matches between cities that are not too far apart.

\* \* \*

Ten Detroit players ventured to Jackson, Mich., on April 15th to play a match against the rest of Michigan. Opposed to them were representatives from Jackson, Grand Rapids, Kalamazoo and Muskegon. The result was a tie, 5-5. M. Palmer, E. Opsahl and House were winners for Detroit and J. Klaasse, F. A. Hollway and Berman scored for Out-State Michigan. Two of the leading players of the State, Leon Stolcenberg, Detroit, and Geo. Eastman, Kalamazoo, drew on the top board.

\* \* \*

The Melbourne Chess Club of Australia is already looking ahead and planning a Championship Congress in connection with the Melbourne Centenary celebrations, to be held December 1934, and January 1935. One or two foreign masters may be invited to participate.

\* \* \*

At the conclusion of his tour through Sweden, Rudolf Spielmann played a match with Karl Berndtsson, which he won by 2-1 and 2 draws. He then left for Holland, playing two tournaments in rapid succession. In Rotterdam, Spielmann was first with a score of 5-1. In Amsterdam, however, he could only take second place,  $3\frac{1}{2}-2\frac{1}{2}$ , Dr. Euwe gaining the chief honors with  $4\frac{1}{2}-1\frac{1}{2}$ .



# FANTASY IN CHESS

By Dr. S. G. Tartakower

**EDITOR'S NOTE:** *This article, on the 3 P-KB3, the "Fantasy Variation" of the Caro-Kann Defense, is a special contribution to the Chess Review. Dr. Tartakower, besides being one of the leading exponents of the game, is the author of numerous books and pamphlets, and an outstanding authority on opening theory. We are pleased to announce that he will favor us regularly with further contributions.*

**T**HE principal reason for the popularity of the Caro-Kann Defense 1 P-K4, P-QB3; among the modern masters is the fact that this opening is generally very tamely handled by White, who usually chooses either the routine method of development, 2 P-Q4, P-Q4; 3 Kt-QB3, PxP; 4 KtxP, B-B4; 5 Kt-Kt3, B-Kt3; 6 Kt-B3, Kt-Q2; 7 B-Q3, BxB; 8 QxB, etc., or the exchange variation 2 P-Q4, P-Q4; 3 PxP, PxP; 4 B-Q3, Kt-QB3; 5 P-QB3, etc.

In both cases Black readily obtains adequate counter-play. It should also be noted that the problem of developing and liberating Black's threatening queen's bishop admits of a speedy solution.

However, it is well known that every opening even though tame in appearance may be handled in a daring manner or even in gambit fashion. Thus in the Caro-Kann Defense there is the "Bayonet Attack" 2 P-Q4, P-Q4; 3 P-K5, B-B4; 4 P-KKt4?!; and as a matter of fact even in the exchange variation, in Alekhine's attack, 2 P-Q4, P-Q4; 3 PxP, PxP; 4 P-QB4 creates a rapid tension in the center. Most interesting is, furthermore,

the so-called "Fantasy Variation" 2 P-Q4, P-Q4; 3 P-KB3, the purpose of which is to maintain a mobile and flexible center, in the execution of which it is necessary to prepare for a future positional pawn sacrifice, without immediate and apparent compensation.

In the authoritative English treatise "Modern Chess Openings" by Griffith & White, this variation is mentioned in connection with my name in a complimentary fashion. As a matter of fact, I have often employed this method of play in modern tournaments, not without success. Below I will initiate the reader into the mysteries of this variation.

## PART I

### BLACK SEEKS TO DISSOLVE THE OPPOSING CENTER

3 . . . . . PxP

A sharp struggle follows.

4 PxP . . . . .

Instead of this the young English masters suggest in true gambit fashion Kt-QB3, which as a matter of fact may occur by a transposition of moves in the variation 3 Kt-QB3, PxP; 4 P-KB3.

4 . . . . . P-K4

Failing this vigorous move White establishes his pawn center, for example after 4 . . . Kt-KB3, instead of 5 P-K5, Kt-Q4; etc., White could follow more cleverly with 5 Kt-QB3. It is well known that two adjoining pawns allow greater possibilities when they stand on the same rank.

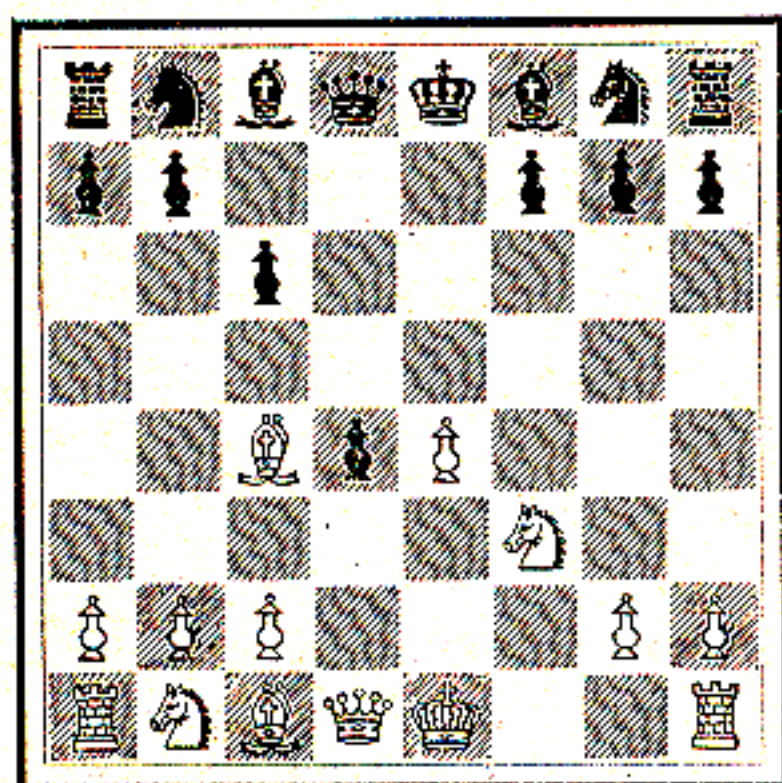
5 Kt-KB3 . . . . . PxP

Consistent but bad. A paradoxical defense is suggested in 5 B-K3 wherein Black plans to make a pawn sacrifice.

6 B-QB4 . . . . .

The point! Black's position after this rapidly becomes precarious, as the following at times brilliant continuations show. See the diagram on the next page.





*Black to play*

#### Variation A

6 ..... B-K3  
7 BxB PxB  
8 O-O! .....

Now Black is unable to retain his pawn plus.

8 ..... Kt-B3

An attempt to finally develop his king's wing. Following the indifferent 8 ... P-QB4 would come 9 Kt-Kt5 with the threats KtxKP and Kt-B7. After 8 ... B-Q3, 9 QxP would be decisive. The following games will illustrate the continuations 8 ... B-K2, and 8 ... Q-K2.

#### Tartakower—Przepiorka

*Played in the Budapest Tournament 1929*

8 ... B-K2; 9 KtxP, Q-Q2; (of course not 9 ... B-QB4, 10 Q-R5ch) 10 Q-R5ch, K-Q (not 10 ... P-Kt3; 11 Q-K5 wins) 11 B-K3! P-B4; 12 R-Q! PxKt; 13 RxP, B-Q3; 14 P-K5, Kt-KB3; 15 PxKt, PxP; 16 Kt-B3, Resigns. For if 16 ... Kt-B3; 17 RxB! QxR; 18 R-Q wins.

#### Kirilloff—Grigoriev

*Played in the Moscow Championship, 1931*

8 ... Q-K2; (recommended by Maroczy) 9 B-Kt5, Q-B4; 10 P-QKt4!, Q-Kt3; (after 10 ... Q-B5; 11 Kt-K5 is also very strong) 11 Kt-K5, P-Q6ch; 12 K-R, Q-Q5; 13 RxBch! KxR; 14 Q-B3ch, Kt-B3; 15 BxKt, K-K; 16 P-B3, Q-Q3; 17 BxP, R-B; 18 QxRch. Resigns.

9 P-K5 .....

The most aggressive. Kt-Kt5 would be useless because of 9 ... P-K4.

9 ..... Kt-K5

After 9 ... Kt-Q4; 10 Kt-Kt5 would be crushing, e. g. 10 ... Q-Q2; 11 Q-Kt4, Kt-B2; 12 KtxRP!, etc. Or 10 ... Q-K2; 11 Kt-B7, R-Kt; 12 Kt-Q6ch, K-Q; 13 B-Kt5! winning the queen.

10 KtxP .....

Better than 10 Q-K2, Q-Q4; 11 Kt-Kt5, KtxKt; 12 BxKt, B-B4; 13 K-R, Kt-Q2; 14 R-K, R-B! with good counter-chances.

10 ..... B-B4

11 P-B3 .....

And White has the situation well in hand and dominates the position.

#### Variation B

6 ..... B-QB4

7 O-O! Kt-B3

After 7 ... P-B3; there followed in the game Lewitzky vs. Isbinsky, in the all Russian Tournament of 1906, 8 Kt-Kt5! and White forced a win after brilliant sacrificial play.

8 Kt-Kt5 .....

Another plan of attack, commencing with 8 B-KKt5, is shown in the following game.

#### Exner—Kallos

*(Played in the Gyor Tournament, 1932)*

8 B-KKt5, Q-B2; 9 QKt-Q2, B-K3; 10 BxB, PxB; 11 P-K5, Kt-Kt5; 12 Kt-K4, P-QKt3; 13 P-QKt4!, P-KR3; 14 PxB, PxB; 15 Kt-Q6ch, K-Q2; 16 QxP resigns. A convincing demonstration.

8 ..... O-O

9 KtxBP! RxKt

10 BxRch KxB

11 Q-R5ch .....

After 11 P-K5 White would also remain the exchange ahead.

11 ..... K-Kt

12 QxB KtxP

13 Q-K5 Kt-B3

14 B-Kt5 QKt-Q2



15 Q-K6ch K-R  
 16 Kt-Q2 Kt-B  
 17 QxKt PxQ  
 18 BxPct and wins.

## Variation C

6 ..... Q-K2  
 7 O-O B-Kt5  
 8 QxP Q-B4  
 9 P-B3 QxQch  
 10 PxQ BxKt  
 11 PxB .....

And White by virtue of his powerful and mobile pawn center has a decided positional advantage.

## Variation D

6 ..... B-K2  
 7 O-O! .....

With the threat of BxPch, against which Black is without resource; whereas against 7 P-K5 the Austrian master Heinrich Wolf recommends the effective counter 7 ... P-QKt4! 8 B-Kt3, P-QB4, etc.

7 ..... Kt-B3  
 8 Kt-Kt5 O-O  
 9 KtxBP RxKt  
 10 BxRch KxB  
 11 P-K5 .....

Winning the exchange, although the subsequent play requires precise tactics.

11 ..... K-Kt  
 12 PxKt BxP  
 13 Kt-Q2 B-K3

After 13-... Q-Q4 would follow 14 Q-K2, threatening Q-K8 mate.

14 Kt-K4 B-K2

Or 14 ... Kt-Q2; 15 KtxBch, KtxKt; 16 B-Kt5 with a clear advantage for White.

15 Q-R5 .....

And White holds his advantage. From a match Teichmann vs. Mieses, Berlin, 1910.

## Variation E

6 ..... Kt-B3  
 7 O-O .....

In a match Tchepurow vs. Iljin, Petrograd, 1914, 7 Kt-Kt5, B-KKt5; 8 Q-Q3 was played.

7 ..... B-K2  
 8 Kt-Kt5 .....

leading to the same position as in "D."

## Variation F

6 ..... B-Kt5ch

This leads to an immediate catastrophe.

7 P-B3! PxP  
 8 BxPch K-K2

An amusing variation would be 8 ... KxB; 9 QxQ, PxPch; 10 K-K2, PxR (Q); 11 Kt-Kt5ch, K-Kt3; 12 Q-K8ch, K-R3; (if K-B3; 13 R-Bch and mate next move) 13 Kt-K6ch, P-Kt4; 14 BxP mate. A pretty position!

9 Q-Kt3 PxPch  
 10 QxBch KxB  
 11 BxP .....

The attacking position, which White has achieved at the expense of several pawns, is overwhelming.

## Variation G

6 ..... B-KKt5?  
 7 BxPch KxB  
 8 Kt-K5ch K-K

After K-K3; 9 QxBch and KxKt would lose the queen through 10 B-B4ch.

9 QxB Kt-B3

Black has no adequate defense. If 9 ... Q-R4ch; 10 Kt-Q2, QxKt; 11 Q-B8ch followed by QxPch and QxR.

10 Q-K6ch Q-K2  
 11 Q-B8ch Q-Q  
 12 QxQch KxQ  
 13 Kt-B7ch and wins.

To be continued.

(Translated from the German by James R. Newman)

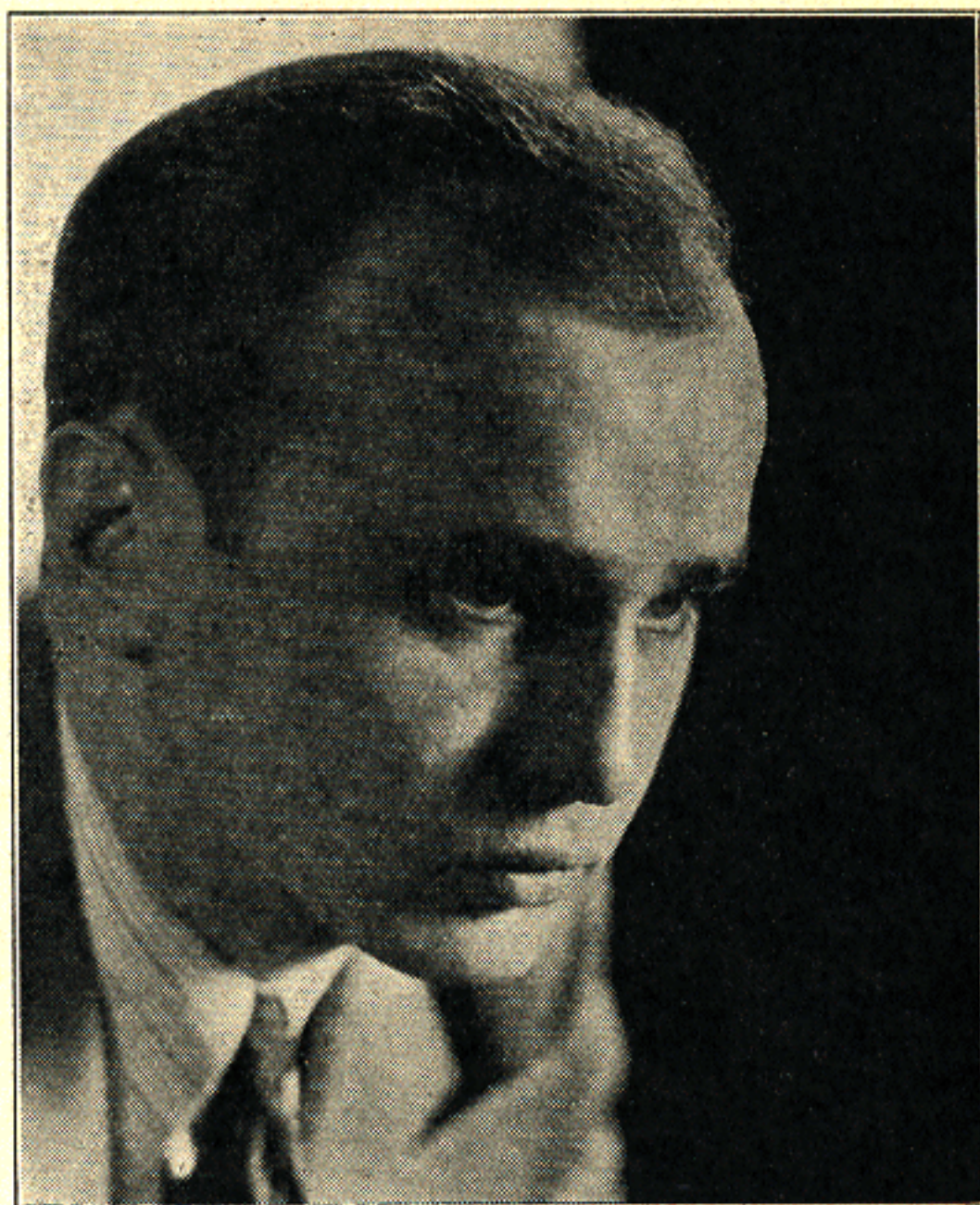


# WHO'S WHO IN CHESS

By I. Kashdan

"WHAT happened to the little boy wonder, who beat everybody a few years ago?" This is a question I have been asked frequently, even by people who know little or nothing about chess. They do not as a rule recall his name, but the memory is still vivid of the youngster of nine who came from far away Poland and electrified the chess world with his astounding feats in simultaneous and match play. Sensational press notices heralded his arrival in the States. The boy more than made good. So tiny that he could hardly see over the table tops when he walked about the ring playing simultaneously, and unable to reach very far, so that his moves had to be made for him when he wished to advance into the enemy territory, it seemed incredible that he could outwit the veterans of the game who opposed him. Perhaps they were hypnotized by the sight of the serious, already adult-looking youngster, watching him more closely than their own games. The fact remains that almost invariably it was the boy who made the final move, quietly said "Checkmate," and passed on to the next victim. It was only when he lost that any sign of temperament would show. Then he would at times throw the pieces together, and like as not burst into tears. This could hardly be counted against him, and he was all the more appealing in these tempers.

And his name? Samuel Rzeszewski, much better known as Sammy. Fortunately it has since been changed to Reshevsky, which can be enunciated in a single breath. Accompanied by his parents, a manager, and a full retinue of devoted followers, he toured the length and



SAMUEL RESHEVSKY

breadth of the States for almost a year. Everywhere the problem was to find a hall large enough for his displays. It was by no means only the chess players who attended. Curiosity brought a great many. For the first time in history, perhaps, chess was being dramatized. The picture of a boy struggling with a number of grown men, professional men as a rule, with keen minds, was something to remember. Women were present in great numbers, which is most unusual in a chess affair. Mothers brought their children to see Sammy, in the hope that they might grow to be like him. Chess interest was greatly stimulated, and the game had its biggest boom in years at this time.

But somewhere en route Sammy stopped playing, less and less was heard of his feats, and he seemed to pass into the limbo of forgotten prodigies. All this was in 1920 and 1921. It was years before he was once again heard from, and the public learned what had happened to him in the interval.

When he stopped in Detroit he met the



late Julius Rosenwald, President of Sears, Roebuck & Co., who took a great liking to the boy. It seemed to him that the strain of the constant touring and playing was overtaxing Sammy, and imperiling his whole future. It was an unnatural life, allowing little opportunity for the normal education and recreation that a boy of his age was in need of. It took some convincing to induce the Reshevskys to settle down, and the boy too, probably missed the excitement of the hectic days, the grand receptions, the presentations to the President, to Congress and to many of the most distinguished men in every field. But they had had their share of glory, and soon began to live the humdrum career of good citizens, and found it had enough joys and interests. Mr. Rosenwald continued to take an active interest in Sammy, and so did Mr. Morris Steinberg, President of the Detroit Chess and Checker Club, and others who had been attracted to the boy on his first appearance there.

After a period of private tutoring, Sammy entered a Detroit High School, passing his courses with little fuss. He was a good student, but also engaged in sports and other activities. There was nothing to show that he was in any way exceptional to his fellows. He had stopped chess almost completely, never playing in public, and only occasionally at home. Few people knew that he was the erstwhile "boy wonder." That period of his life was over, to be remembered pleasurably, but hardly to be missed. On graduating from High School, he entered the University of Detroit, where he studied accountancy for two years. When his parents left for Chicago, on business, he transferred to the University of Chicago. He graduated there last February, and is at present ready to make his real start in the world.

In Chicago, where he was a stranger, Sammy had to look about for new con-

tacts and interests. He met some of the leaders in the chess fraternity, and began to show a desire to play. In this he was encouraged, as his boyhood feats were still well known, and there was considerable curiosity as to whether he could live up to the promise he showed in those years. He began to attend the chess clubs in his spare time, but only to play informally, and he took no part in any of the matches or tournaments.

Perhaps he was waiting for a real opportunity. It came in the summer of 1931. Samuel D. Factor of Chicago was going by car to Tulsa to take part in the Western Association Tournament. He invited Sammy to go with him. School was out, and it was an opportunity for a pleasant vacation if nothing else, and Sammy accepted. After a hard tournament, the victory was his, though it was the first time since his boyhood days that he was taking part in a public chess affair. His friends everywhere followed the play keenly. He was urged to continue in the game and make his come-back complete. But he returned to Chicago to resume his studies, and again disappeared from the chess world.

Last summer was an active one in chess in the West. Sammy took part in the two major tournaments, and considering his long absence from the game, performed very creditably. He was second to Fine in the Western Tournament in Minneapolis, and tied for third with Arthur Dake and Herman Steiner in the Pasadena Tournament.

Now Sammy is at the cross-roads. If he continues in chess, he has every prospect of repeating his triumphs as a child wonder. But as a young man looking for his place in the business world, he would have little time for serious chess playing. The time is at hand when he must choose. The chess world is keenly interested in his decision, as it must be in following the career of its most famous prodigy.



# GAME DEPARTMENT

Game No. 46

QUEEN'S GAMBIT

New York, April, 1933

(Notes by I. Kashdan)

**I. Kashdan**                      **R. Fine**  
 Manhattan C. C.              Marshall C. C.

White

Black

1 P-Q4	Kt-KB3
2 P-QB4	P-B3
3 Kt-QB3	P-Q4
4 Kt-B3	PxP
5 P-QR4	.....

To prevent P-Kt4. White can also regain the pawn by 5 P-K3, P-QKt4; 6 P-QR4, P-Kt5; 7 Kt-R2, P-K3; 8 BxP, QKt-Q2; etc., with about an even game.

5 .....	B-B4
6 P-K3	.....

Also strong is 6 Kt-R4, P-K3 or B-Kt3; 7 KtxB (6 ... B-Q2, 7 P-K4! with advantage) or 6 Kt-K5, QKt-Q2; 7 KtxP(B4), Q-B2; 8 P-KKt3, P-K4; 9 PxP, KtxP; 10 B-B4, KKt-Q2, leading to complications with chances for both sides. The text regains the pawn and leaves White with a strong center.

6 .....	P-K3
---------	------

6 ... Kt-R3; 7 BxP, Kt-QKt5; 8 O-O is frequently played. In spite of its appearance, the knight is not well placed, being too far from the King side, where most of the action will develop.

7 BxP	B-QKt5
8 O-O	O-O
9 Q-Kt3	.....

With this move White obtains pressure on the Queen side. Q-K2, to play for P-K4, is also effective.

9 .....	Q-K2
---------	------

BxKt would be bad, as White's QB gains a strong post at QR3.

10 B-Q2	.....
---------	-------

P-R5 is tempting, but Black has a strong reply in P-B4. If 11 PxP, QxP! or 11 R-R4, Kt-B3! Black has the advantage in either case.

10 .....	QKt-Q2
----------	--------

If now P-B4; 11 PxP, BxP (not 11 ... QxP; 12 Kt-K4! KtxKt; 13 BxB wins the exchange) 12 P-R5 with a bind on the Q side pawns.

11 KR-K	.....
---------	-------

To prepare for P-K4 which would be premature at this point. The continuation might be BxKt (not 11 ... KtxP; 12 KtxKt wins a piece) 12 KPxB, BxB; 13 KtxB, PxP; 14 QxP, Q-Q3! threatening both QxP, and KR-Kt, winning the KtP.

11 .....	P-KR3
12 P-K4	B-R2
13 P-K5	Kt-K

The only move. White has all the best of matters now.

14 P-R5	Kt-B2
15 Kt-K4	.....

But this exchange of bishops relieves Black's game. Correct was 15 R-R4! If then P-QB4, 16 P-Q5, PxP; 17 KtxP, KtxKt; 18 BxKt, BxB; 19 KtxB. White's position is overwhelming, and there is no defense against the threats of QxP and P-K6. If 15 ... BxKt; 16 PxP, P-QKt4; 17 PxP e.p. KtxKtP; 18 R-R5, KtxB; 19 QxKt. Black's pawns are very weak, which should be a sufficient advantage in spite of the opposite colored bishops.

15 .....	BxB
16 KKtxB	QR-Kt
17 R-K3	.....

If Kt-Q6, P-QB4; and White gets nothing. Perhaps the best was 17 Q-R3 at once, with a favorable ending.

17 .....	P-QB4
18 KtxP	.....

If Q-R3, P-QKt4! 19 PxP e.p., PxP. The threat of R-R will force the queen off the diagonal, and PxP follows.

18 .....	KtxKt
19 PxKt	QxP
20 Q-R3	.....

White's game is still slightly better, due to the strong pawn formation. The black queen is well placed and White plays to exchange it.

20 .....	Q-Q5
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21 Q-B3 KR-Q  
22 Kt-B3 .....

Of course not QxQ, RxQ; 23 R-Q, QR-Q winning a piece.

22 ..... QxQ  
23 RxQ B-K5  
24 B-K2 B-B3

If Kt-Q4; 25 R-B4 forcing the bishop back, followed by QR-B.

25 QR-B .....

If P-R6, BxKt; 26 BxB, KtxP would equalize.

25 ..... R-Q4

Now he loses the resource mentioned above, and P-R6 becomes very annoying. K-B and K-K2 was better.

26 P-R6 Kt-K

Best. If 26 ... Kt-Kt4; 27 R-Kt3, threatening PxP, would win. Black's pieces would all be in danger and he would have no time to disentangle them.

27 PxP .....

If R-Kt3, KR-Q is a sufficient defense. The text starts an attack on the RP which is difficult to defend.

27 ..... BxP  
28 R-R3 P-QR4  
29 P-R3 .....

If R(B)-R, B-B3, attacking the KtP, would save the pawn. White makes a necessary outlet for his king while the black bishop still cannot move.

29 ..... K-B  
30 P-QKt3 K-K2  
31 R(B)-R Kt-B2

Missing his chance. 31 ... R-B4; 32 RxP, RxR; 33 RxR, BxKt; 34 BxB, RxP would probably draw, though with 34 R-R7ch, K-B; 35 B-B6 White would still have winning chances.

32 B-B4 .....

Now White has gained time to protect his KtP, which ensures the win of a pawn.

32 ..... R-Q2  
33 RxP B-Q4

It is a question of time for the extra pawn to tell. The exchange of bishops does not help Black.

34 R-R7 Kt-Kt4

Hoping for BxKt, RxB regaining the pawn. 34 ... BxB; 35 PxP, R-Kt5, 36 R(R)-R4 would have offered no better chances.

35 RxRch KxR  
36 R-R5 Kt-B2  
37 BxB KtxB

If PxP; 38 Kt-Q4, R-Kt5; 39 R-R4, followed by the advance of the K side pawns.

38 R-R7ch Kt-B2  
39 Kt-Q2 .....

Kt-Q4, as in the previous note, was a bit better, though the text is quite sufficient.

39 ..... R-Kt3  
40 K-B R-Kt  
41 K-K2 R-Kt4  
42 P-B4 P-Kt4

This diversion on the King side only makes White's task easier, as Black's pawns are weakened and he soon has to allow a passed pawn on that side. Against passive play, White would play to advance the QKtP, which would lead to a win.

43 P-Kt3 P-R4  
44 K-B3 .....

If Kt-K4, PxP; 45 PxP, K-B3, threatening the KtP. The text is simpler.

44 ..... P-R5  
45 PxRP PxBP

If 45 ... PxRP; 46 K-Kt4, R-Kt5; 47 R-R4 would win a second pawn with no compensation.

46 KxP R-Kt5ch  
47 K-Kt3 .....

White could have won more prettily by 47 Kt-K4, K-B3; 48 RxKtch! (allowing Kt-Q4ch, would be annoying) KxR; 49 P-R5, RxP; 50 P-R4, R-Kt (or 50 ... R-KR6; 51 K-Kt5, R-K6, 52 P-R6 wins) 51 P-R6, R-KR; 52 K-Kt5, K-Q; 53 Kt-B6, K-K2; 54 P-R7, K-B; 55 K-R6 and wins.

47 ..... R-Kt4  
48 Kt-B3 RxKtP  
49 P-R5 .....

Black must lose a rook for this pawn, as the knight cannot be brought back to the defense.

49 ..... K-B3  
50 P-R6 R-Kt  
51 Kt-Kt5 R-KKt  
52 K-R4 .....

P-R7, R-KR (not 52 ... RxKtch; 53 K-R4 wins), K-R4 would of course win easily. The text threatens KtxBP and is a bit quicker.

52 ..... K-Kt3  
53 RxKt KxR  
54 KtxBP Resigns.



Game No. 47  
 QUEEN'S INDIAN  
 Gothenburg, March, 1933  
 (Notes by I. Kashdan)

**R. Spielmann**      **K. Berndtsson**

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—QKt3
3 Kt—QB3	B—Kt2
4 Q—B2	.....

White's plan is to play P-K4 as soon as possible and obtain full command of the center. Black can hardly prevent it, which is the weakness of this opening.

4 .....	P—K3
---------	------

If 4 ... P-Q4; 5 PxP, KtxP; 6 P-K4, when Black's best is 6 ... KtxKt; 7 PxKt, P-K3. The White center is difficult to break up.

5 P—K4	P—Q4
6 BPxP	PxP
7 P—K5	Kt—K5
8 B—Kt5ch	.....

To force the weakening P-B3. If at once 8 B-Q3, Kt-QB3! 9 BxKt, KtxP, followed by PxP.

8 .....	P—B3
9 B—Q3	P—KB4
10 P—B3?	.....

He overlooks the full effects of Q-R5ch. White could obtain the better game by 10 PxP e.p., KtxP(B3); 11 Kt-B3. If now 11 ... B-K2; 12 O-O, Black cannot castle because of Kt-KKt5! An attempt to castle on the Q side would also involve difficulties.

10 .....	Q—R5ch
11 P—Kt3	KtxP
12 Q—B2	P—B5
13 BxBP	Kt—B4!

Spielmann says this is the move he had not foreseen. He expected QxB; 14 PxKt, winning the KRP. Now Black has fully equalized the game and gained counter chances.

14 KKt—K2	QxQch
15 KxQ	B—B
16 QR—QB	B—K3
17 Kt—Kt3	.....

An interesting sacrifice, but it proves unsound, due to Black's brilliant resource on his 22nd move. White is in difficulties as Black threatens to gain effective command of the open KB file.

17 .....	KtxP
18 B—K3	B—QB4!

Apparently losing a piece, but Black has calculated very well.

19 P—Kt4	.....
----------	-------

If 19 Kt-R4, O-O; 20 P-B4, Kt-Q2! (20 ... P-KKt4, 21 KtxB, PxKt; 22 RxP would be to White's advantage). Now if 21 P-Kt4, KtxP! wins. Or 21 KtxB, PxKt; 22 BxKt, RxPch, 23 K-K3, RxB; and if 24 RxP?? RxBch wins a piece.

19 .....	O—O
20 P—B4	.....

If PxP, RxPch regains the piece.

20 .....	BxP
21 BxKt	RxPch
22 K—K3	RxB!!

This is the point. If KxR, B-B4 mate! White still emerges the exchange ahead, but with two pawns and the powerful bishops, Black wins fairly easily.

23 BxPch	.....
----------	-------

Necessary to make a square for the king after KxR.

23 .....	KxB
24 KxR	Kt—Q2
25 QKt—K2	P—B4ch
26 K—Q3	KtxPch
27 K—B2	P—Q5

White is helpless against the advance of the pawns.

28 K—Kt	R—KB
29 Kt—K4	Kt—B6
30 Kt(K2)—Kt3	Kt—Q7ch
31 K—Kt2	KtxKt
32 KtxKt	B—Q4
33 Kt—Kt5ch	K—R3

Resigns.

If KR-Kt, B-Q7 wins the exchange.

\* \* \*

Game No. 48  
 ENGLISH OPENING  
 Vienna, March, 1933  
 (Notes by I. Kashdan)

**E. Eliskases**      **Prof. A. Becker**

White

Black

1 P—QB4	Kt—KB3
2 Kt—QB3	P—K3
3 P—K4	.....

More aggressive than P-Q4, which would turn it into the normal Queen's Pawn Opening. It leads to no lasting advantage, however.

3 .....	P—Q4
4 P—K5	P—Q5



A simplification which is probably better than  
4 ... Kkt-Q2, 5 P-Q4.

5 PxKt	PxKt
6 KtPxP	QxP
7 Kt-B3	P-QKt3
8 P-Kt3	B-Kt2
9 B-Kt2	Kt-Q2
10 P-Q4	B-Q3
11 O-O	.....

B-Kt5 leads to nothing after Q-B4. But not  
11 ... BxKt, 12 BxB! winning the exchange.

11 .....	O-O
12 R-K	QR-Kt
13 R-Kt	P-KR3
14 B-K3	KR-Q
15 Kt-Q2	BxB
16 KxB	Q-Kt3
17 Q-R4	.....

The Black pawns are weak, and White has the threat of P-B5, breaking up the formation. Black has chances on the King side, which makes for a complicated game.

17 .....	Q-Q6
18 P-B5	PxP
19 RxR	KtxR
20 QxP	QxBP?

After this he gets a definitely inferior position. Better was 20 ... Kt-B3; 21 Q-R4, PxP; 22 PxP, Kt-Kt5! threatening Kt-B7 with good chances.

21 PxP	B-K4
--------	------

If BxBP, not 22 QxB, QxQ; 23 BxQ, RxKt; but simply 22 QxP wins.

22 Kt-B3	Kt-B3
23 Q-R4	Kt-Q5

If the knight moves elsewhere, B-Q2 wins. He is playing to complicate, but after White's next move he must lose a piece.

24 R-Q!	.....
---------	-------

Not KtxB, QxR; 25 BxKt because of 25 ... Q-K5ch. 26 Kt-B3, P-K4 winning the bishop.

24 .....	QxP
----------	-----

He cannot get out of the pin. If Kt-B3; 25 RxRch, KtxR, 26 Q-K8ch wins the piece.

25 BxKt	.....
---------	-------

Good enough, but even simpler was KtxB, Q-Q4ch; 26 P-B3! QxKt, 27 RxKt.

25 .....	Q-Q4
26 BxB	.....

With R-Q2 he could have remained a full piece ahead, but he is playing for a mating attack.

26 .....	QxR
----------	-----

27 Q-KKt4	P-Kt4
-----------	-------

If P-Kt3; 28 Q-B4, when the entry of the queen cannot be prevented.

28 P-KR4	Q-K7
29 PxP	R-Q8

The last hope, threatening mate in two.

30 PxPch	K-B
31 Q-Kt4ch!	.....

This forces either a mate, or the sacrifice of queen for rook which actually occurred.

31 .....	K-K
----------	-----

If K-Kt, White mates in four, by 32 P-R7ch, KxP; 33 Q-R4ch, etc. 31 ... P-B4 would have delayed matters a bit. The continuation would be 32 QxPch, K-K; 33 Q-B8ch, K-K2; 34 Q-Kt7ch, K-K; 35 Q-R8ch, K-K2; 36 Q-R3ch, K-Q (not K-K, Q-R4ch, as in the game); 37 Q-R5ch, K-K2; K-K, Q-R4ch, as in the game); 37 Q-R5ch, K-K2; K-Q3, 39 Q-Q8ch followed by QxR.

32 Q-R4ch	K-K2
33 QxR	QxQ
34 P-R7	P-B3
35 BxPch	KxB
36 P-R8(Q)ch	Resigns.

\* \* \*

### Game No. 49

#### QUEEN'S GAMBIT DECLINED

Vienna, March, 1933

(Notes by F. Reinfeld)

<b>B. Honlinger</b>	<b>E. Eliskases</b>
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White	Black
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1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 Kt-KB3	P-K3
4 QKt-Q2	.....

On 4 Kt-B3 Black obtains a good game by 4 ... PxP!; 5 P-QR4, B-Kt5; 6 P-K3, P-QKt4; 7 B-Q2, B-Kt2; 8 PxP, BxKt; 9 BxB, PxP; 10 P-QKt3, P-QR4! 11 PxP, P-Kt5; 12 B-Q2, Kt-KB3, etc. (Voisin-Noteboom, Hamburg, 1930).

4 .....	Kt-B3
5 P-KKt3	.....

A good move which transposes into a favorable variation of Reti's Opening.

5 .....	QKt-Q2
6 B-Kt2	B-Q3

This move aims at P-K4, which is, however, too ambitious an undertaking in view of Black's relatively undeveloped game. Safer was 6 ... B-K2; 7 O-O, O-O; 8 P-QKt3, P-QKt3; 9 B-Kt2, B-Kt2; etc.

7 O-O	Q-K2
-------	------



8 R—K! . . . . .

Forestalling Black's intention, for 8 ... P-K4 would now be met by 9 P-K4! with decisive advantage to White. Hence Eliskases changes his plan.

8 . . . . . P—QKt3  
9 P—K4! KtxP  
10 KtxKt PxKt  
11 Kt—Kt5 . . . . .

Stronger than 11 RxP, on which Black could play ... B-Kt2; 12 R-K, O-O.

11 . . . . . B—Kt2

Unfortunately he cannot castle immediately because of 12 BxP, while 11 ... P-KB4 allows 12 P-B3!

12 KtxKP B—B2

This loses too much time. 12 ... O-O was indicated.

13 P—Q5! . . . . .

The point of this appears in the note to Black's 15th move.

13 . . . . . BPxP  
14 PxP BxQP  
15 B—Kt5! P—B3

On 15 ... Q-Kt5 White has two winning lines:  
I 16 P-QR3, QxKtP (16 ... Q-B; 17 QxB! or 16 ... Q-Kt4; 17 QR-B); 17 Kt-Q6ch, K-B (17 ... BxKt; 18 QxB); 18 BxB, PxP; 19 QxP and wins.

II 16 Kt-Q6ch!, QxKt; 17 BxB, QR-B; 18 BxP! coming out a Pawn ahead no matter how Black replies.

16 KtxPch! KtxKt  
17 BxKt QxB  
18 BxB! . . . . .

18 QxB would give Black the necessary time for ... O-O, with some drawing chances.

18 . . . . . O—O—O  
19 BxPch K—Kt  
20 Q—B2 B—K4  
21 B—R3 BxQKtP

Now that Black has re-established material equality, with Bishops of opposite color in the bargain, he seems to have a fair position. But in the following part of the game Honlinger takes skillful advantage of his opponent's weakness on the White squares.

22 B—Kt2! . . . . .

Very interesting. If now 22 ... BxR; 23 Q-K4! R-Q2; 24 Q-R8ch, K-B2; 25 Q-Kt7ch and mate next move.

22 . . . . . KR—K  
23 RxR RxR

23 ... BxR? 24 Q-K4.

24 R—KB . . . . .

On 24 R-Kt Black ties up the hostile Queen by ... B-Q5, whereupon White would have to bring his R to KB anyway.

24 . . . . . P—Kt3  
25 Q—Kt3! . . . . .

Beginning a series of fine moves which culminates in 29 Q-QR8.

25 . . . . . R—Q

White threatened Q-Q5.

26 Q—K3! Q—B4

Or 26 ... Q-Q5; 27 Q-B3.

27 Q—K7! R—Q2

Again, if 27 ... Q-Q2; 28 Q-K4!

28 Q—K8ch K—B2

29 Q—QR8! B—Q5

There is nothing better. 29 ... P-QR4 would cost at least the Bishop.

30 QxPch K—Q

With 30 ... K-Q3 Black could prolong his resistance.

31 Q—Kt8ch K—K2

32 B—B6! . . . . .

This wins the exchange (32 ... R-Q? 33 R-Kch or 32 ... R-Q3; 33 Q-K8ch, K-B3; 34 Q-B8ch, K-K4; 35 R-Kch).

32 . . . . . B—K4

33 BxR BxQ

34 BxQ PxP

35 R—Q B—Q3

36 R—Q4 B—B4

37 R—KR4 Resigns.

The ending is of course hopeless. A beautifully played game on the part of Honlinger.

\* \* \*

*The following game was played by telegraph in a match between the cities of Ceara and Rio de Janeiro, Brazil. Moves were sent once a day.*

Game No. 50

RETI OPENING

February, 1933

(Notes by I. Kashdan)

Ceara Rio de Janeiro

White Black

1 Kt—KB3 P—Q4

2 P—B4 P—K3

3 P—KKt3 Kt—KB3

4 B—Kt2 P—B3

5 P—Kt3 QKt—Q2



6 B-Kt2 P-KKt3

After P-K3 has been played this is a weakening of the position. B-K2 and O-O, followed by fianchettoing the QB, is the usual continuation.

7 O-O B-Kt2

8 P-Q3 .....

With the idea of playing QKt-Q2 and P-K4. But P-Q4 at once is a bit better.

8 ..... O-O

9 QKt-Q2 R-K

10 P-Q4 .....

P-K4 would not do because of KtxP! 11 BxB, KtxKt; etc. White could have prepared the advance by Q-B2, but instead he plays to restrain Black's P-K4, and gain a stronghold on K5.

10 ..... Kt-K5

This leads to further weaknesses. P-B4, to challenge White's command of the center, should have been tried.

11 KtxKt PxKt

12 Kt-K5 P-KB4

The only move. If 12 ... KtxKt; 13 PxKt, Q-B2; 14 Q-Q4 wins a pawn. Black's KP is now backward, and his pieces tied up.

13 P-B3 PxP

14 PxP Q-B2

15 P-B4 R-Q

16 Q-K2 KtxKt

17 BPxKt P-Kt3

18 QR-B B-KR3

19 R-QB2 B-R3

The bishop is misplaced. But if 19 ... B-Kt2; 20 P-Q5! is very strong.

20 P-KKt4 .....

Now White obtains an attack on the King, which combined with the pressure on the Queen side, gives him a vastly superior game.

20 ..... QR-B

21 PxP KtPxP

22 R-QB3 K-R

23 Q-R5 B-B

If B-KKt2; 24 R-R3, P-R3; 25 B-B wins.

24 R-R3 Q-KKt2

Black has no good moves. If R-Q2 White can play 25 P-Q5, BPxP; 26 RxP!, PxR; 27 P-K6ch winning quickly.

25 R-Kt3 Q-K2

26 B-K4 .....

Very pretty, as well as forceful. Of course not PxR; 27 R-B7 wins. But White had an even stronger move in B-B! followed by B-Kt5, against which there was no defense.

26 ..... R-Q2

27 RxP! .....

Very imaginative play, and showing a good insight into the position. The bishop at Kt2 soon becomes very prominent in the attack.

27 ..... PxR

28 BxKBP KR-B2

29 P-K6 .....

29 P-Q5, Q-B4ch; 30 K-Kt would have been a little quicker, as there is no defense to the opening of the long diagonal.

29 ..... Q-B3

30 R-Kt2 B-Kt5

Now Black gets some counter-play, but it proves insufficient.

31 P-Q5 B-B6

32 P-Q6 Q-K4

If 32 ... BxB; 33 P-Q7! wins.

33 Q-K2! .....

This defends everything, after which the passed pawns must decide matters.

33 ..... B-Q5ch

34 BxB .....

This gives Black chances. Better was 34 K-R at once. If then 34 ... QxQP; 35 P-K7! R-K (or RxP; 36 QxR! QxQ; 37 BxBch forces mate); 36 Q-K6! Q-B4; 37 Q-B6ch, and mate next move.

34 ..... QxBch

35 K-R P-B4

Black in his turn misses his opportunity. Correct was 35 ... R-KKt2; 36 RxR, QxR; 37 P-K7, R-KKt (the threat of mate makes it an entirely different picture); 38 B-Kt4 (or 38 Q-B, Q-K4 wins) B-B!; 39 P-KR3, B-Q2. The pawns are stopped and Black should win.

36 P-K7 .....

Better than 36 PxR, B-Kt2, with mating threats.

36 ..... RxP

37 PxR R-K

38 B-K4! .....

Preventing B-Kt2, after which the white queen will enter for the final attack.

38 ..... Q-B3

If RxP; 39 Q-B3! forces mate or the loss of the queen.

39 B-Q5 B-Kt2

There is nothing to be done. White threatens Q-Kt4 and Q-Kt8ch.

40 BxB RxP

41 Q-Kt4 Resigns.



## Game No. 51

## DUTCH DEFENSE

New York, February, 1933

(Notes by I. A. Horowitz)

I. A. Horowitz      A. W. Dake

White

Black

1 P—Q4

P—KB4

2 P—K4

.....

This is known as the Blackmar attack and leaves White open to two courses. (1) Play to regain the pawn and maintain the center. (2) Sacrifice the pawn by the eventual P-KB3 and obtain the initiative.

2 ..... P×P

3 Kt—QB3

Kt—KB3

4 B—KKt5

P—B3

Not 4 ... P-Q4; which allows 5 BxKt, PxP; 6 Q-R5ch, followed by QxQP with distinct advantage.

5 BxKt

.....

But this is inconsistent. In his haste to recover the pawn, White gives up a bishop for a knight, and loses control of the center. Instead 5 P-B3 was more in the spirit of the opening.

5 ..... KPxB

6 KtxP

P—Q4

7 Kt—Kt3

B—Q3

8 B—Q3

O—O

9 Q—B3

.....

The object was to control the square KB5, but with Black's reply the move is completely refuted. If 9 Q-R5, P-KKt3; 10 BxP, Q-K2ch followed by PxP and Q-Kt2.

9 ..... P—KB4

.....

The pawn cannot be captured because of P-KKt3. Black has gained ground.

10 KKt—K2

P—KKt3

11 O—O—O

Q—Kt4ch

12 K—Kt

P—B5

13 P—KR4

Q—R3

But here Q-Kt5 or B-Kt5 leaves Black with the superior end-game. He plays instead to win a pawn.

14 Kt—KB

P—KKt4

Threatening to win the queen by P-Kt5.

15 Kt—B

P—Kt5

Inconsistent. Black should play PxP followed by Q-Kt4. His king position is apparently exposed but there is no good way to force an entry. The pawn plus should eventually be brought to account.

16 Q—K2

B—Q2

17 Q—Q2

Q—B3

18 Kt—K2

P—KR4

19 P—KKt3

P—B6

20 Kt—B

.....

With the last few moves Black has neglected his development and has weakened his king side pawns.

20 ..... Kt—R3

.....

21 Q—Kt5ch

.....

Forcing an immediate entry.

21 ..... QxQ

B—K

22 PxQ

Kt—Kt5

23 P—Kt6

KtxB

24 RxP

R—B3

25 KtxKt

RxP

26 Kt—K3

.....

If instead 26 ... B(K)xP, 27 KtxKtP.

27 QR—R

R—Kt

28 Kt—KB5

R—Q

29 R—R8ch

K—B2

30 R(R)—R7ch

K—K3

31 Kt—Kt7ch

Resigns.

\* \* \*

## Game No. 52

## RUY LÓPEZ

New York, April, 1933

(Notes by I. A. Horowitz)

I. A. Horowitz      E. A. Santasiere

Manhattan C. C.

Marshall C. C.

White

Black

1 P—K4

P—K4

2 Kt—KB3

Kt—QB3

3 B—Kt5

P—QR3

4 B—R4

Kt—B3

5 O—O

B—K2

6 R—K

P—QKt4

7 B—Kt3

P—Q3

8 P—B3

Kt—QR4

9 B—B2

P—B4

10 P—Q4

Q—B2

11 P—KR3

B—Q2

12 QKt—Q2

BPxP

Up to here the game follows orthodox lines. Here, however, Black chooses to create a diversion on the queen's side by opening the QB file, and temporarily halts White's plan of continuing with a king side attack.

13 PxP

R—QB



14 B—Kt . . . . .

Not 14 B-Q3 because of Kt-B3; 15 P-Q5, Kt-QKt5 threatening KtxB and also Kt-B7 exchanging bishop for a knight and remaining with a good position. The retreat of the bishop is only temporary.

14 . . . . . O—O  
15 Kt—B KR—K  
16 P—QKt3 Kt—B3

If 16 . . . Q-B6, 17 Q-K2 and the rook cannot be captured because of B-Kt2 trapping the queen.

17 B—Kt2 B—B  
18 Kt—K3 Q—Kt2  
19 PxP . . . . .

Here White goes astray. Instead he should play 19 P-Q5, and continue with B-Q3, P-KKt4, K-R2, Q-K2 and doubling of the rooks on the KKt file, with a promising attack. Black has no ready means of entry on the QB file and the play would center on the attack and defense of the black king.

19 . . . . . PxP  
20 Kt—Q5 B—QB4  
21 P—R3 . . . . .

21 Q-Q2 at once, threatening KtxKtch and Q-R6 was better. If then 21 . . . Q-R2; 22 R-Q to be followed by P-R3 and P-QKt4.

21 . . . . . Q—R2  
22 Q—Q2 KtxKt  
23 PxKt Kt—Q5  
24 KtxKt . . . . .

White had counted on 24 KtxP, KtxP; when it seemed that a forceful attack by Q-B2, Q-B4, or Q-Kt5 must ensue, but on due consideration none of these lines offered adequate compensation for the loss of the exchange. e. g. 24 KtxP, KtxP; 25 Q-B2, P-Kt3; 26 QxKt, BxPch; 27 K-R, BxR; 28 Q-KB3, RxKt; 29 BxR, Q-B7; with a pawn plus. Or 25 Q-Kt5, BxPch; followed by P-KR3 (to prevent BxPch continued with Q-R5ch and QxBPch) with a winning position.

24 . . . . . BxKt  
25 B—Q3 BxB  
26 QxB Q—Q5  
27 QxQ PxQ  
28 KR—QB . . . . .

28 P-QR4 was necessary when the position was still even. If 28 . . . R-B6 then 29 RxRch, BxR; 30 PxP, RxB; (if PxP, 31 BxP, BxB; 32 R-R8ch, etc.) PxP and the pawn cannot be stopped. With this opportunity gone, Black forces the game in simple fashion.

28 . . . . . K—B

29 P—QKt4 K—K2  
30 B—K4 K—Q3  
31 B—B3 RxRch  
32 RxR R—QB  
33 R—Q R—B5  
34 B—K2 KxP!  
35 BxRch PxP  
36 K—B P—Q6  
37 R—R B—R5  
38 P—B3 P—B6  
39 K—K K—Q5  
Resigns.

\* \* \*

### Game No. 53

#### QUEEN'S GAMBIT DECLINED

Arosa, February, 1933

(Notes by I. Kashdan)

S. Flohr

H. Grob

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	P—Q4
4 B—Kt5	B—K2
5 Kt—B3	QKt—Q2
6 P—K3	O—O
7 Q—B2	P—QR3
8 PxP	. . . . .

To avoid the Meran Variation (8 B-Q3, PxP; 9 BxBP, P-QKt4; 10 B-Q3, P-B4, etc.) Black's last move has weakened his queen's side pawn formation.

8 . . . . .	PxP
9 B—Q3	P—KR3

Unnecessary. R-K followed by Kt-B was in order.

10 B—R4	P—B3
11 O—O	Kt—R4
12 BxB	QxB
13 P—QR3	P—KKt3

In order to play P-KB4. But this is a further weakening of the position which tells later.

14 KR—K	P—KB4
15 P—QKt4	KKt—B3
16 QR—Kt	Kt—K5
17 Kt—QR4	Kt—Kt4

The knight has no place here. P-KKt4 would have offered better prospects.

18 Kt—Q2	Q—Q3
19 Kt—B5	K—Kt2



20 P-B4 Kt-K5  
 21 Kt-B3 K-R2  
 22 KR-QB .....

Going steadily ahead with his plans to break through on the Queen's side. Black's chances are on the other wing, but he has lost too much time to make them effective.

22 ..... R-KKt  
 23 P-QR4 R-Kt2  
 24 KtxQKt BxKt  
 25 Kt-K5 R-QB  
 26 Q-Kt2 P-KKt4  
 27 BxKt QPxB

Allowing a quick entrance of the white rooks. BPxB was better. There might follow 28 KtxB, QxKt; 29 R-B and doubling on the KB file.

28 PxP PxP  
 29 KtxB QxKt  
 30 R-B5 P-Kt3  
 31 R-K5 R-K2  
 32 Q-K2! .....

Very strong. On the exchange of rooks, White gets command of the Queen file, and if 32 ... K-Kt3; simply 33 RxP, QxR; 34 QxP.

32 ..... RxR  
 33 PxR K-Kt3  
 34 R-Q .....

Much better than QxP, when Q-Q6 would offer drawing chances.

34 ..... Q-KB2  
 35 R-Q6ch K-Kt2  
 36 R-B6 Q-Kt6  
 37 RxKBP Q-Kt8ch  
 38 R-B Q-Q6  
 39 Q-KB2 .....

Now there is no defense to the many mating threats.

39 ..... Q-Q  
 40 Q-B7ch K-R  
 41 Q-R5ch K-Kt  
 42 R-B7 Resigns.

\* \* \*

Game No. 54

INDIAN DEFENSE

Budapest, February, 1933

(Notes by Fred Reinfeld)

A. Lilienthal L. Nagy

White

Black

1 P-Q4 Kt-KB3  
 2 Kt-KB3 P-Q3

3 P-B4 P-KKt3  
 4 Kt-B3 B-Kt2

This defense is not to be recommended for Black, as it almost always gives him a cramped position without any compensation.

5 P-K4 O-O  
 6 B-K2 .....

6 P-KR3! would leave Black without any good squares for his QB. The text-move also suffices, however, to maintain the advantage.

6 ..... B-Kt5  
 7 P-KR3 BxKt  
 8 BxB P-K4  
 9 P-Q5 QKt-Q2

Relatively better was 9 ... K-R; 10 B-K3, Kt-Kt; 11 P-KKt4, P-KB4.

10 B-K3 P-KR3

The manœuver just indicated was a far preferable way of avoiding the exchange of his Bishop. The text-move is too weakening, as Lilienthal energetically demonstrates.

11 Q-Q2 K-R2  
 12 P-KKt4 Kt-KKt  
 13 P-KR4! Kt-B4  
 14 O-O-O P-R3

The usual move in such positions is ... P-QR4, in order to prevent P-QKt4. In the present instance White could hardly play this move after having castled Q side. Furthermore the text-move threatens a diversion on the Queen's wing by ... P-QKt4. But White's attack comes first.

15 P-Kt5 P-KR4  
 16 Q-K2 Kt-K2

In order to leave a flight square for the King after White's next move.

17 BxP! PxB

Refusing the Bishop does not help much, as White simply plays B-Kt4 followed by P-R5.

18 QxPch K-Kt  
 19 Q-B3! P-Kt4  
 20 P-R5 PxP  
 21 P-R6 Kt-Kt3

An amusing variation would be 21 ... B-R; 22 P-R7ch, K-Kt2; 23 Q-B6 mate!

22 PxB KxP  
 23 BxKt PxB  
 24 Q-B5 R-R

Black must seek to diminish the force of the attack along the open file.



25 Kt—K2 . . . . .

The entry of the Kt at B5 must be decisive.

25 . . . . . Q—Q3

26 Q—Kt4 Q—Kt3

After 26 . . . RxR; 27 RxR, R-R; 28 RxR Black would be helpless against the combined attack of the Q and Kt. A plausible line is 28 . . . KtxR; 29 Kt-Kt3, Q-KKt3; 30 Kt-B5ch, K-B(forced); 31 Q-R4, Q-Kt; 32 P-Kt6! PxP; 33 Q-Q8ch and wins. The text-move, on the other hand, gives him some counterplay.

27 Kt—Kt3 QR—QKt

28 Kt—B5ch K—B

29 RxRch KtxR

30 Q—K2 . . . . .

White must take up the defense for a while; on 30 R-Q2, P-B6 is very powerful.

30 . . . . . P—B6

31 P—Kt3 Kt—Kt3

32 P—Q6! . . . . .

The opening of the file is decisive.

32 . . . . . PxP

33 RxP Q—Kt4

34 Q—Q3! . . . . .

Black cannot exchange Queens; the resulting ending would be hopeless because of his weak Pawns.

34 . . . . . K—Kt

White threatened Q-R3. If now 35 Q-R3, Q-K (35 . . . Kt-B5; 36 Q-R6, Q-B8ch; 37 K-B2, QxPch; 38 KxP, Q-K6ch; 39 K-Kt2, Q-B7ch; 40 K-R3); 36 Q-R6, Q-B, and Black can still defend himself for a while (37 RxKtch would be premature: . . . PxR; 38 QxPch, K-R; 39 Q-R5ch, K-Kt; 40 P-Kt6, R-Kt2).

35 K—B2? . . . . .

Both players overlooked the possibility of 35 RxKtch! forcing mate in a few moves.

35 . . . . . Kt—B5

36 QxQ PxQ

37 KxP R—R

38 K—Kt2 P—B5

39 PxP PxP

40 Kt—R6ch K—Kt2

41 R—Q7 Kt—Q6ch

42 K—B3 RxP

43 P—B3 K—Kt3

44 KtxP Kt—K8

45 KtxPch KxP

46 R—KB7 Resigns.

\* \* \*

Game No. 55

QUEEN'S GAMBIT DECLINED

Amsterdam, February, 1933

(Notes by I. Kashdan)

Dr. M. Euwe J. Westerman

White

Black

1 P—Q4

P—Q4

2 Kt—KB3

Kt—KB3

3 P—B4

P—B3

4 P—K3

P—K3

5 B—Q3

QKt—Q2

6 QKt—Q2

B—K2

7 O—O

Q—B2

8 P—K4

. . . . .

White gets the more open game with this move, but Black has a solid position with sufficient counter chances in the later P-K4 or P-B4.

8 . . . . .

PxKP

9 KtxP

P—QKt3

10 B—Kt5

B—Kt2

11 R—K

. . . . .

For the moment prevents any break, for if 11 . . . P-B4; 12 P-Q5! PxP? 13 KtxKtch, KtxKt; 14 BxKt, PxP; 15 Kt-R4 wins.

11 . . . . .

O—O

12 Q—B2

P—KR3

If now P-B4; 13 PxP, KtxP; 14 KtxKtch followed by BxPch wins a pawn. But the text weakens the position. 12 . . . KR-K, then KtxKt and Kt-B was preferable.

13 B—R4

P—B4

14 B—Kt3

. . . . .

Now the queen gets into trouble.

14 . . . . .

Q—B3

15 QR—Q

. . . . .

Already threatening P-Q5, for if 16 . . . PxP; 17 KtxKtch, BxKt (forced); 18 PxP, which cannot be recaptured.

15 . . . . .

KR—K

16 KtxKtch

KtxKt

17 P—Q5!

. . . . .

This is now possible because of the dangerous attack on the queen which follows.

17 . . . . .

PxP

18 Kt—K5

Q—B

19 B—B5

Q—Q

The only move. Now comes a surprisingly quick finish.

20 KtxP!

KxKt

21 B—K6ch

K—B

22 Q—Kt6

Resigns.



For lack of space, we cannot annotate all the games that deserve attention. We shall therefore run a number of games each month without notes, and hope they prove of sufficient interest.

\* \* \*

### New York Evening Post Correspondence Chess League.

#### RUY LOPEZ

Snowden White	Christensen Black	Snowden White	Christensen Black
1 P-K4	P-K4	11 B-K4!	Q-Q2
2 Kt-KB3	Kt-QB3	12 Q-K!	O-O-O
3 B-Kt5	P-QR3	13 BxKt	QxB
4 B-R4	B-B4	14 Kt-K5	Q-K3
5 P-B3	P-QKt4	15 Q-K4	P-QB3
6 B-B2	P-Q4	16 QxB	P-KB4?!
7 P-Q4	KPxP	17 QxKtP	BxP
8 BPxP	B-Kt3	18 B-B4!	BxKtP
9 O-O	B-Kt5	19 Kt-QB3!	BxR
10 PxQP	QxP	20 Q-QR7!	Resigns.

\* \* \*

### 1931 North American Correspondence Championship.

#### VIENNA GAMBIT

Hotchkiss White	McClure Black	Hotchkiss White	McClure Black
1 P-K4	P-K4	13 O-O-O	P-QB4
2 Kt-QB3	Kt-QB3	14 BxQBP	P-QKt5
3 P-B4	PxP	15 Q-R5!	O-O-O
4 Kt-B3	P-KKt4	16 QxBP	BxKt
5 P-Q4	B-Kt2	17 B-Q4	BxB
6 P-Q5	Kt-K4	18 RxB	Q-K4
7 P-Q6	KtxKtch	19 Q-B4ch	B-B3
8 QxKt	P-QB3	20 R-Q5	Q-B3
9 P-KR4	P-KR3	21 P-K5	Q-Kt3
10 B-B4	P-Kt4	22 Q-R6ch	B-Kt2
11 B-Kt3	B-Kt2	23 QxP	Kt-K2
12 B-K3!	Q-R4	24 R-B5ch	Kt-B3
		25 Q-Kt6	Resigns.

\* \* \*

### Massachusetts State Championship

#### QUEEN'S GAMBIT DECLINED

Mugridge White	Keller Black	Mugridge White	Keller Black
1 P-Q4	Kt-KB3	10 O-O	O-O
2 Kt-KB3	P-K3	11 B-Kt5	B-Kt2
3 P-B4	P-Q4	12 Q-B2	P-KR3
4 Kt-B3	P-B3	13 B-R4	B-Q3
5 P-K3	B-Q3	14 Kt-K4	B-K2
6 B-Q3	QKt-Q2	15 BxKt	KtxB
7 P-K4	PxKP	16 QR-Q!	Q-B2
8 KtxP	B-Kt5ch	17 KR-K	QR-Q
9 Kt-B3	P-QKt3	18 P-B5	R-Q2

19 Kt-K5	QR-Q	27 B-Kt	P-Kt3
20 P-QKt4	K-R	28 KtxKtPch	PxKt
21 B-B4	Kt-Q4	29 QxP	R-Q2
22 P-QR3	P-QR4	30 R-Q3	QxP
23 PxRP	PxBP	31 QxPch	R-R2
24 KtxP(B5)	BxKt	32 QxRch	KxQ
25 PxP	QxP	33 RxKtch	Resigns.
26 B-R2	QxRP		

\* \* \*

### Practice Match, Sydney, Australia

#### CENTER COUNTER

F. Crowl White	C. Watson Black	F. Crowl White	C. Watson Black
1 P-K4	P-Q4	18 P-B3	O-O-O
2 PxP	QxP	19 P-Q4	B-Kt3
3 Kt-QB3	Q-QR4	20 Q-B	P-R3
4 B-B4	Kt-KB3	21 B-KB4	P-K4
5 KKt-K2	P-QR3	22 BxKP	KtxB
6 P-Q3	B-Kt5	23 PxKt	QxKP
7 O-O	P-K3	24 BxP	KR-B
8 P-KR3	B-KB4	25 B-B4	RxP
9 B-Q2	Q-Kt3	26 RxR	R-B
10 Kt-Kt3	B-Kt3	27 P-R5	B-K6
11 P-QR4	B-QB4	28 Q-Q	RxR
12 B-Kt3	Q-Q3	29 Q-R4	Q-K5
13 Q-B3	Kt-B3	30 B-Q5	R-B8ch!
14 QKt-K4	KtxKt	31 K-R2	B-B5ch
15 KtxKt	BxKt	32 P-Kt3	BxPch
16 QxB	Q-Q5	33 KxB	Q-K6ch
17 Q-K	Q-B3	Resigns.	

\* \* \*

### North American Correspondence Chess League.

#### INDIAN DEFENSE

Scholtz White	Goehler Black	Scholtz White	Goehler Black
1 P-QB4	Kt-KB3	14 O-O	P-KR4
2 Kt-KB3	P-KKt3	15 P-QR3	P-QR3
3 P-Q4	B-Kt2	16 P-K5	PxP
4 Kt-B3	P-Q3	17 P-B5	P-Kt3
5 P-K4	Kt-B3	18 PxP	P-B3
6 P-Q5	Kt-QKt	19 QR-Q	Kt-B
7 B-Q3	B-Kt5	20 Kt-K4	Q-Q2
8 P-KR3	BxKt	21 P-Q6	Kt-K3
9 QxB	QKt-Q2	22 Q-Q5	R-QR2
10 B-K3	Kt-K4	23 BxP	PxB
11 Q-K2	KtxBcn	24 KtxP	QxP
12 QxKt	Kt-Q2	25 KtxKt	Resigns.
13 P-B4	P-QB4		

\* \* \*

### Pennsylvania State Championship

#### QUEEN'S GAMBIT DECLINED

H. V. Hesse White	H. Morris Black	H. V. Hesse White	H. Morris Black
1 P-Q4	Kt-KB3	3 Kt-KB3	P-Q4
2 P-QB4	P-K3	4 Kt-B4	QKt-Q2



5 B-Kt5	B-Kt5	24 P-K6	B-R5
6 P-K3	P-B4	25 PxPch	KxP
7 PxQP	KPxP	26 Q-B	Q-B2
8 B-Q3	Q-R4	27 R-B3	R-B3
9 Q-B2	P-B5	28 P-Kt4	RxR
10 B-B5	P-KR3	29 QxR	Q-Q3
11 BR4	O-O	30 R-K3	B-B7
12 O-O	R-K	31 Kt-B3	B-R5
13 QR-K	BxKt	32 Kt-K5ch	K-Kt
14 PxB	Kt-K5	33 Kt-Kt6	RxKt
15 BxKt	RxB	34 PxR	QxP
16 B-Kt3	R-K3	35 Q-Kt3	B-B3
17 Kt-Q2	Kt-B3	36 Q-Kt8ch	K-R2
18 P-B3	B-Q2	37 R-Kt3	Q-Kt8ch
19 P-K4	R-QB	38 K-R2	Q-K5
20 P-K5	Kt-R4	39 P-Kt5	PxP
21 P-B4	KtxB	40 R-R3ch	K-Kt3
22 PxKt	R-R3	41 Q-Q6ch	Resigns.
23 P-B5	R-K		

\* \* \*

### Buffalo Chess Championship QUEEN'S GAMBIT DECLINED

Stopinski White	Hasenoehrl Black	Stopinski White	Hasenoehrl Black
1 P-Q4	P-Q4	17 QR-Kt	P-QB4
2 Kt-KB3	Kt-KB3	18 K-Kt	P-B5
3 P-B4	P-K3	19 B-B5	KR-Q
4 B-Kt5	QKt-Q2	20 P-Kt5	PxP
5 PxP	PxP	21 BxKtP	QBxB
6 Kt-B3	B-K2	22 QxB	R-B2
7 P-K3	P-B3	23 B-R6	B-Kt5
8 B-Q3	O-O	24 Q-B6	KR-Q2
9 Q-B2	R-K	25 R-Kt3	R-B2
10 O-O-O	Kt-B	26 Q-K5	QR-K2
11 Kt-K5	KKt-Q2	27 QxQP	BxKt
12 P-KR4	P-B3	28 RxPch	K-R
13 KtxKt	BxKt	29 RxR	R-K
14 B-KB4	Q-R4	30 B-Kt7ch	K-Kt
15 P-R5	B-K3	31 RxKtch	Resigns.
16 P-KKt4	QR-B		

\* \* \*

### Buffalo Chess Championship SICILIAN DEFENSE

Coffey White	Frucella Black	Coffey White	Frucella Black
1 P-K4	P-QB4	9 Q-Q3	P-Q4
2 Kt-KB3	Kt-QB3	10 B-R3	P-QR3
3 P-Q4	PxP	11 P-QB4	Kt-B3
4 KtxP	Kt-B3	12 PxP	QxP
5 Kt-QB3	P-K3	13 B-B3	Q-Q2
6 B-K2	B-Kt5	14 KtxKt	PxKt
7 O-O	BxKt	15 Q-B4	B-Kt2
8 PxB	KtxP	16 QR-Q	Q-B2

17 KR-K	Kt-Kt	23 Q-K5ch	K-R
18 R-Q6	Kt-K2	24 P-KR3	P-KKt3
19 QRxKP	PxR	25 B-B5	Q-Kt4
20 RxP	O-O-O	26 P-QB4	Q-R5
21 RxKt	Q-Kt3	27 RxB!	Resigns.
22 Q-K6ch	K-Kt		

\* \* \*

### Correspondence Chess League of America QUEEN'S GAMBIT DECLINED

Lemberger White	Pearsall Black	Lemberger White	Pearsall Black
1 P-Q4	P-Q4	24 P-QR3	B-B5
2 Kt-KB3	P-K3	25 Kt-Kt3	Q-Kt4
3 P-QB4	Kt-KB3	26 R-QB3	R-QKt
4 B-Kt5	B-K2	27 R-KB	K-K
5 Kt-B3	P-QR3	28 Kt-KB5	B-B
6 P-K3	PxP	29 R-K	K-Q
7 BxP	P-QKt4	30 Q-Q2	K-B2
8 B-Q3	B-Kt2	31 Kt-KB2	BxP
9 Q-K2	QKt-Q2	32 PxP	P-Kt7
10 R-Q	Kt-Kt3	33 R-Kt	B-R7
11 O-O	P-R3	34 Q-B2	BxR
12 BxKt	PxB	35 QxB	Q-K7
13 B-K4	P-B3	36 R-Q3	KR-Kt
14 Kt-K	Q-B2	37 Kt-Kt3	RxKt
15 P-B4	P-Kt5	38 PxR	R-Kt6
16 Kt-Kt	P-QR4	39 P-Kt4	K-Kt3
17 R-B	Kt-Q4	40 P-Kt3	K-Kt4
18 Kt-Q2	P-R5	41 RxRch	PxR
19 BxKt	KPxP	42 Kt-Q3	Q-QB7
20 R-KB2	Q-Kt3	43 P-R4ch	K-B5
21 Kt-KB	K-B	44 KtxPch	K-B6
22 Kt-Q3	B-R3	45 Q-Kch	KxKt
23 Q-Q	P-Kt6	46 Resigns.	

\* \* \*

### Correspondence Match QUEEN'S GAMBIT DECLINED

Hewitt White	Woodbury Black	Hewitt White	Woodbury Black
1 P-Q4	P-Q4	17 Kt-B2	Q-B2
2 Kt-KB3	Kt-KB3	18 P-KR3	Kt-Kt5
3 P-B4	P-B3	19 KR-Q	B-B4
4 Kt-B3	P-K3	20 PxKt	Q-Kt6
5 P-K3	B-Q3	21 Kt-K3	BxKt
6 B-Q3	QKt-Q2	22 PxP	PxP
7 P-K4	PxKP	23 P-K4	Q-R7ch
8 KtxP	KtxKt	24 K-B2	Q-R5ch
9 BxKt	Kt-B3	25 K-B	P-Kt6
10 B-B2	P-QKt3	26 B-Kt4ch	K-Kt
11 O-O	B-Kt2	27 K-K	BxP
12 Q-K2	Q-B2	28 K-Q2	R-B
13 B-Q2	P-B4	29 R-R	Q-B5ch
14 B-R4ch	K-B	30 K-B3	RxPch
15 PxP	QxP	31 KxR	B-B6ch
16 Kt-K	P-KR4	Resigns.	



# ANALYTICAL COMMENT

By Fred Reinfeld

THEORETICAL CONTRIBUTIONS OF THE  
BAD SLIAC TOURNAMENT

KING PAWN OPENINGS

A ... P-K4

## Canal—Bogoljubow

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 Kt-B3, Kt-B3; 4 B-Kt5, B-Kt5(a); 5 O-O, O-O; 6 P-Q3, P-Q3(b); 7 Kt-K2(c), B-QB4!(d); 8 P-B3, B-Kt3; 9 Kt-Kt3, Kt-K2(e); 10 B-Kt5, P-B3; 11 B-QR4, Kt-Q2?(f); 12 Kt-B5! Kt-B3(g); 13 BxKt, PxP; 14 Kt(B3)-R4, BxKt; 15 PxP, K-R; 16 Q-R5. White has a very good game.

(a) The simplest way of equalizing is Rubinstein's move 4 ... Kt-Q5! for instance 5 KtxKt, PxKt; 6 P-K5, PxKt; 7 PxKt, QxP; 8 QPxP, etc. An interesting line of play is 4 ... Kt-Q5! 5 KtxP, Q-K2; 6 P-B4, KtxB; 7 KtxKt, P-Q3; 8 Kt-KB3, QxPch; 9 K-B2!? (Bogoljubow's move), Kt-Kt5ch; 10 K-Kt3, Q-Kt3; 11 Q-K2ch, (11 Kt-R4, Q-R4; 12 KtxPch? K-Q; 13 P-KR3, Kt-B3; 14 KtxR, QxKtch!! 15 KxQ, Kt-K5! and black must win—analysis by Wagner), K-Q; 12 R-K, B-Q2; 13 QKt-Q4, Kt-K6ch; 14 K-B2, KtxBP; 15 KtxKt, QxKt, with a winning advantage (Spielmann - Rubinstein, Baden-Baden, 1925).

(b) The Four Knights' Game has become the favorite rest-cure for tired tournament players, but Canal is a very enterprising player and knows how to infuse life into this seemingly dead opening.

(c) Maroczy's favorite variation, which usually leads to a drawish type of game, although black must play with care, as the following short game shows: 7 Kt-K2, Kt-K2; 8 Kt-Kt3, P-B3; 9 B-R4, Kt-Kt3; 10 P-Q4, PxP; 11 KtxP, P-Q4; 12 PxP, KtxP; 13 P-QB3, B-QB4; 14 B-B2, BxKt? 15 QxB, Kt(Q4)-B5; 16 R-Q, Q-B2; 17 R-K! B-Q2? 18 BxKt! KtxB; 19 R-K7, QR-Q; 20 QR-Q, KR-K; 21 QxB!! resigns (Janowski-Burn, Ostend, 1907).

(d) Avoiding the symmetrical variation which arises after 7 ... Kt-K2, etc.

(e) Or 9 ... K-R (with the idea of meeting 10 B-Kt5 by P-KR3; 11 B-R4, R-KKt followed by 12 ... P-Kt4); 10 B-K3, Kt-KKt5! 11 BxB, RPxB; 12 P-Q4, P-B3; 13 P-KR3, Kt-R3; 14 BxKt, PxP; 15 R-K, and black has a good game (Maroczy-Bogoljubow, London, 1922).

(f) A surprisingly careless move. 11 ... Kt-K followed by 12 ... P-B3 would have given black a satisfactory position.

(g) Black has nothing better (12 ... P-B3? 13 B-Kt3ch, K-R; 14 KtxQP, PxP; 15 KtxKKtP, etc.)

## Dr. Treybal—Maroczy

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, P-QR3; 4 B-R4, Kt-B3(a); 5 P-Q3(b), P-Q3; 6 P-B3, B-K2; 7 O-O, O-O; 8 Q-K2, Kt-Q2(c); 9 P-Q4!(d), B-B3; 10 B-K3, Q-K2; 11 P-Q5, Kt(B3)-Kt; 12 P-B4, R-Q(e); 13 Kt-B3, Kt-B; 14 Kt-K, Kt(Kt)-Q2; 15 Kt-Q3, Kt-KKt3; 16 QR-Q with considerable advantage for White(f).

(a) In the last few years, this move has been almost completely superseded by 4 ... P-Q3.

(b) Steinitz's move, which is rarely seen nowadays. The best way for black to meet it is P-KKt3, B-Kt2, R-K, followed by P-QKt4 and P-Q4, with excellent chances.



(c) Black has not taken advantage of the possibility just alluded to, as a result his game becomes hopelessly cramped.

(d) Rightly utilizing his opponent's backward development in order to strengthen his pressure on the center.

(e) The more natural ... R-K would make it difficult to disentangle the Kt at Q2 because of the pin.

(f) Maroczy has played the opening very badly. His next move gives white the opportunity to institute a powerful attack. 16 ... Kt-B4; 17 BxKt, PxP; 18 P-Q6! PxP; 19 Kt-Q5, Q-B; 20 P-B4! PxP; 21 KtxBch, PxKt; 22 KRxP!

B ... Other Replies.

### May—Flohr

1 P-K4, Kt-KB3; 2 P-K5, Kt-Kt!?(a); 3 P-Q4, P-Q3; 4 P-KB4(b), PxP; 5 BPxP, P-QB4!(c); 6 P-B3(d), PxP; 7 PxP, Kt-QB3; 8 B-K3, B-B4; 9 Kt-KB3, P-K3; 10 Kt-B3, KKt-K2; 11 B-QKt5, P-QR3; 12 B-Q3, BxB; 13 QxB, Kt-B4; 14 B-B2, P-KR4(e); 15 R-Q, Kt-Kt5; 16 Q-K4, Kt-Q4 even game.

(a) A first round experiment.

(b) Strangely enough white cannot secure any advantage; if 4 Kt-KB3, B-Kt5 or 4 B-Q3, Kt-QB3.

(c) This excellent move allows black to equalize, for his somewhat cramped position is compensated for by White's weak center.

(d) Or P-Q5, P-K3 threatening ... Q-R5ch.

(e) The usual move to prevent White from driving the Kt away.

### Canal—Opocensky

1 P-K4, P-QB3; 2 P-QB4(a), P-Q4; 3 BPxP, PxP; 4 PxP, Kt-KB3(b); 5 B-Kt5ch, QKt-Q2(c); 6 Kt-QB3, P-KKt3; 7 P-Q4, B-Kt2; 8 P-Q6!(d), O-O; 9 PxP,

QxPch; 10 KKt-K2, and Black has no compensation for the pawn minus.

(a) This move, which as yet has been little analyzed, leads to complicated positions which are more difficult for Black to handle than those resulting from 2 P-Q4, P-Q4; 3 Kt-QB3, 3 PxP or 3 P-K5.

(b) Alternatives are (I) 4 ... QxP; 5 Kt-QB3, Q-Q; 6 P-Q4, by which White wins an important tempo (Knoch-S. Rubinstein, Trebitsch Tournament, 1932); (II) 4 ... P-QR3 (Flohr's move, which will be dealt with in a subsequent issue).

(c) Or 5 ... B-Q2; 6 B-B4, P-QKt4; 7 B-K2, KtxP; 8 KtxP; 8 Kt-QB3, Kt-B5; 9 P-Q4! and White has the initiative (L. Steiner-Müller, Budapest, 1932).

(d) An excellent move which assures White of an advantage no matter how Black replies, for if 8 ... PxP; 9 B-KB4, Q-K2ch; 10 KKt-K2, O-O; 11 O-O, White has a far superior position. Hence Opocensky decides to give up the pawn.

### Canal—Flohr

1 P-K4, P-QB3; 2 P-QB4, P-K4(a); 3 Kt-KB3, P-Q3; 4 P-Q4, Q-B2; 5 Kt-B3, Kt-B3; 6 P-KKt3, B-Kt5(b); 7 B-Kt2, PxP(c); 8 QxP, Q-Kt3; 9 B-K3, QxQ; 10 KtxQ, B-Q2(d); 11 P-KR3, and White's position is preferable.

(a) Probably played on the spur of the moment to avoid the difficulties arising from 2 ... P-Q4.

(b) The opening has transposed into the Hanham variation, which is evidently not to Flohr's taste. The text move plans the ensuing exchange of queens.

(c) This move is not good, as it increases the power of White's KB along the diagonal, besides exposing Black's weak QP to attack.

(d) 10 ... Kt-R3 might be met by 11 P-K5 and if ... PxP; 12 KtxP! 10 ... Kt-Q2 would be unsatisfactory because of 11 P-KR3, B-R4; 12 P-KKt4, B-Kt3; 13 P-B4, etc.

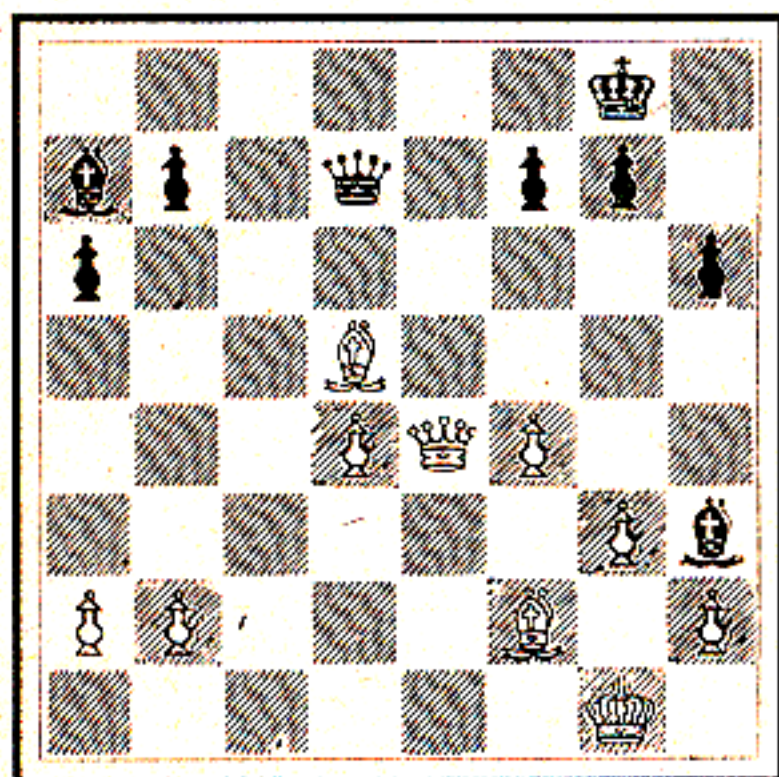


# MISTAKES OF THE MASTERS

By Lester W. Brand

SWITZERLAND, 1933

H. GROB



S. FLOHR

*Black to play*

In this position both players were in great time pressure. Flohr had just played 25 Q(K)-K4. Grob replied Q-Kt4 threatening Q-B8 mate. Apparently there is nothing to be done, since if 26 Q-K, QxB wins. Flohr thereupon resigned. Neither he nor any of the players around noticed that White could win by the simple 26 K-R! Q-B8ch; 27 B-Kt. White remains a pawn ahead with a perfectly sound position.

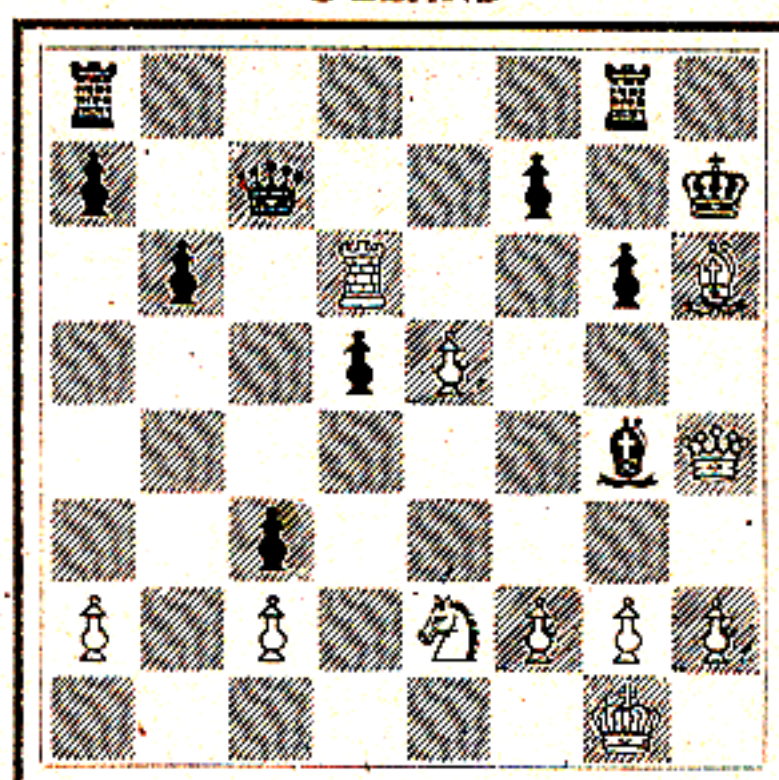
It was some time before this error was noticed in the press, creating a sensation in European chess circles. Resigning in a won position is rare enough, particularly in the case of a player as accurate as Flohr has shown himself to be.

\* \* \*

So far we have given mostly recent "Mistakes," but the older Masters contributed their share to enrich chess literature in this respect. Following are some examples where opportunities to win quickly were missed.

CARLSBAD, 1907

OLLAND



DURAS

*White to play and win*

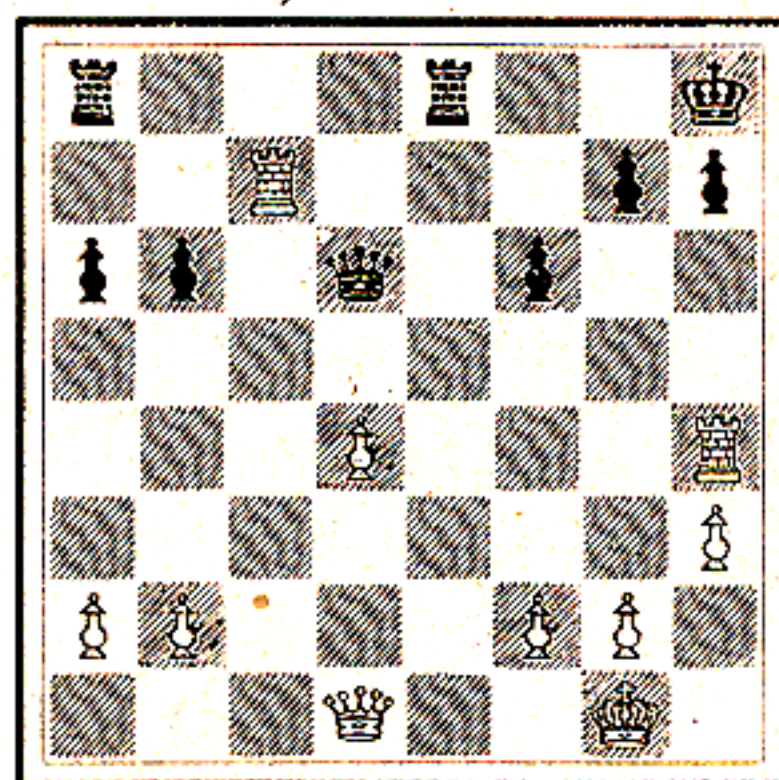
Duras here played Kt-B4??, instead of mating in three as follows:

- |             |      |
|-------------|------|
| 1 B-B8ch    | B-R4 |
| 2 QxBch     | PxQ  |
| 3 R-R6 mate |      |

\* \* \*

PARIS, 1903

JANOWSKI



TAUBENHAUS

*White to play and win*

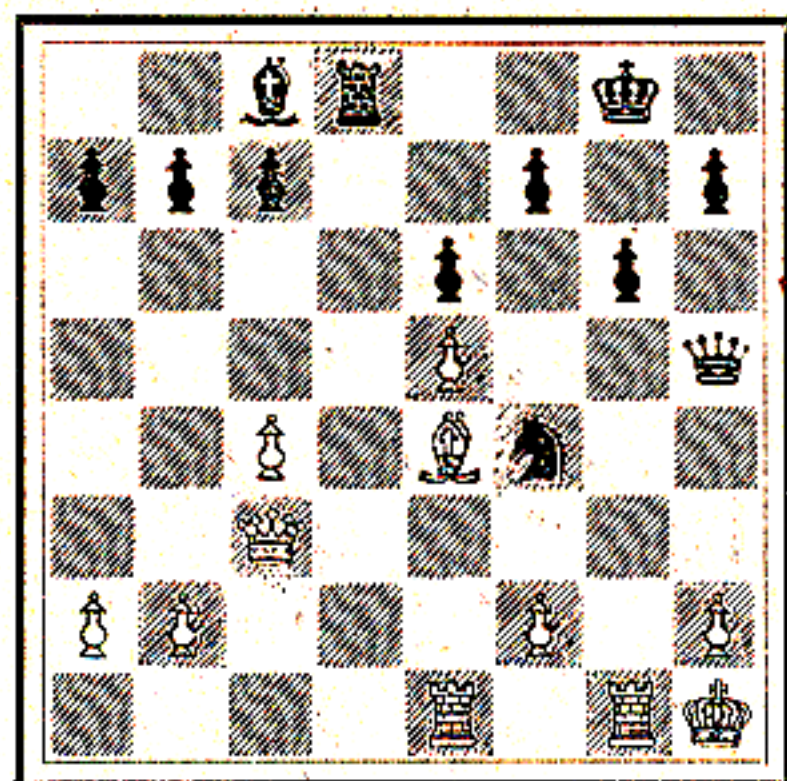
Relying too much, perhaps, on his extra pawn, White missed his way here. The game was drawn. The winning line was:

- |              |       |
|--------------|-------|
| 1 RxRPch     | KxR   |
| 2 Q-R5ch     | K-Kt  |
| 3 Q-B7ch     | K-R   |
| 4 QxKtP mate | ..... |

If 1 ... K-Kt, White has a mate in two.



LEE



ZUKERTORT

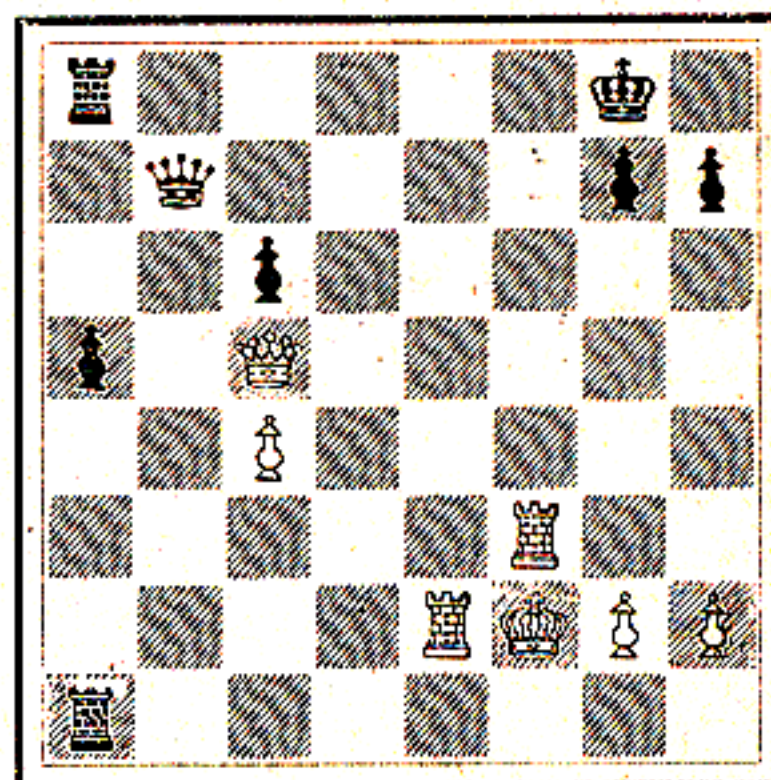
*Black to move and win*

Instead of the foolish move of Kt-K7, Black could have won White's queen or forced a mate in three:

- |             |            |
|-------------|------------|
| 1 . . . . . | R—Q6!      |
| 2 Q—B2      | QxRPch     |
| 3 KxQ       | R—R6 mate. |

THE HAGUE, 1921

MIESES



TARTAKOWER

*White to play and win*

White here played R-K7, the game being drawn in ten more moves. The winning move was, of course, Q-K5, which wins the rook that has strayed unprotected too far afield or forces mate in two.

## CHESS HUMOR

By C. S. Kipping

IN England at any rate golf provides Punch with numerous jokes while opportunities also occur in football and cricket. Chess is neglected—perhaps because the chess public is more restricted and only chess players can appreciate the point.

Recently a dear old lady was in my house and she cast a glance over my study table, littered with chess diagrams. "So you go in for these cross-word puzzles, do you?" she said. "I fear I cannot do them myself."

Another dear old lady, knowing that I composed chess problems, remarked: "Now that must be nice. You will be able to make nice easy ones so that you can solve them yourself."

A well known Master visiting me recently told me how one player in a simul-

taneous display was mated in about ten moves.

"How was it," the Master enquired, "that you only moved your pawns?"

"Well, I was very keen to play you but I had only time to learn the pawn moves before your displays."

There is also the story of the young man playing against the veteran with a long flowing beard. This beard was inclined to intrude on the chess-board.

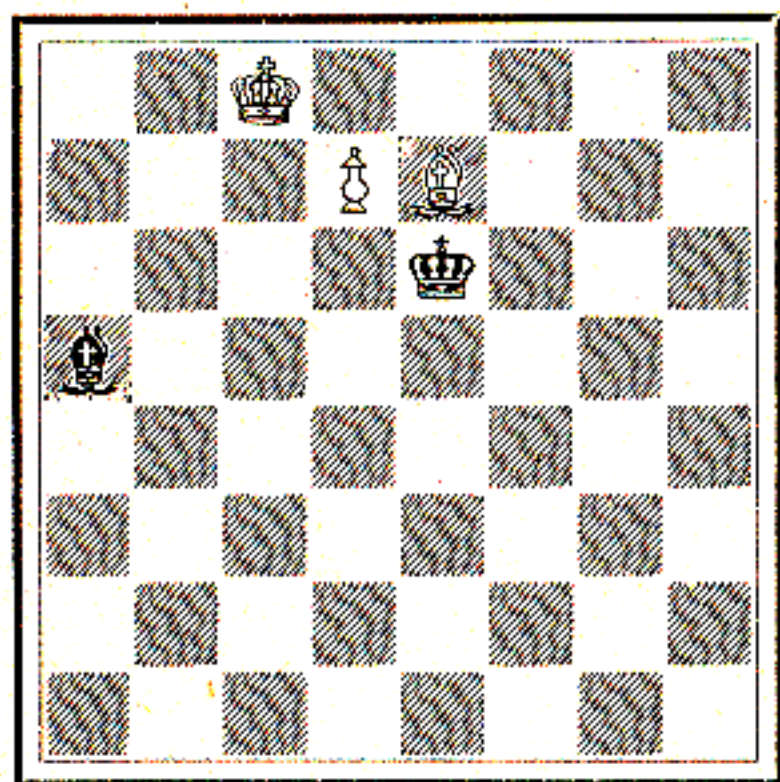
"Here, grandpa, move your beard back. There's no knowing what may be happening behind it." A nice example of a kind of smoke barrage!

Adjudicators must sometimes have a hard job. Let them console themselves by thinking of the difficulty which beset an adjudicator on one occasion. The two opponents had dined well and asked in rather thickened voices that the game be adjudicated. One of them had a white king and a cigar stump, the other a black knight and a glass of whiskey!



# END GAME ANALYSIS

A PAWN ahead is usually sufficient to win in chess. But when there is only one pawn, and very little force on each side, it becomes increasingly difficult to gain the victory. It then becomes a matter of timing, requiring very exact play. The following positions will show the possibilities of attack and defense in the ending Bishop and Pawn vs. Bishop, which is of fairly frequent occurrence.



With the Pawn on the seventh and the White King in front of it, the game would seem easy enough. But White must still make every move tell.

1 B—Q8 .....

If at once B—Kt5 (to threaten B—B4 and B—B7) Black plays 1 ... K—Q3; 2 B—B4ch, K—B3; and the game is drawn. The Black Bishop can defend the queening square from either QR4 or KR5, whichever diagonal White leaves open.

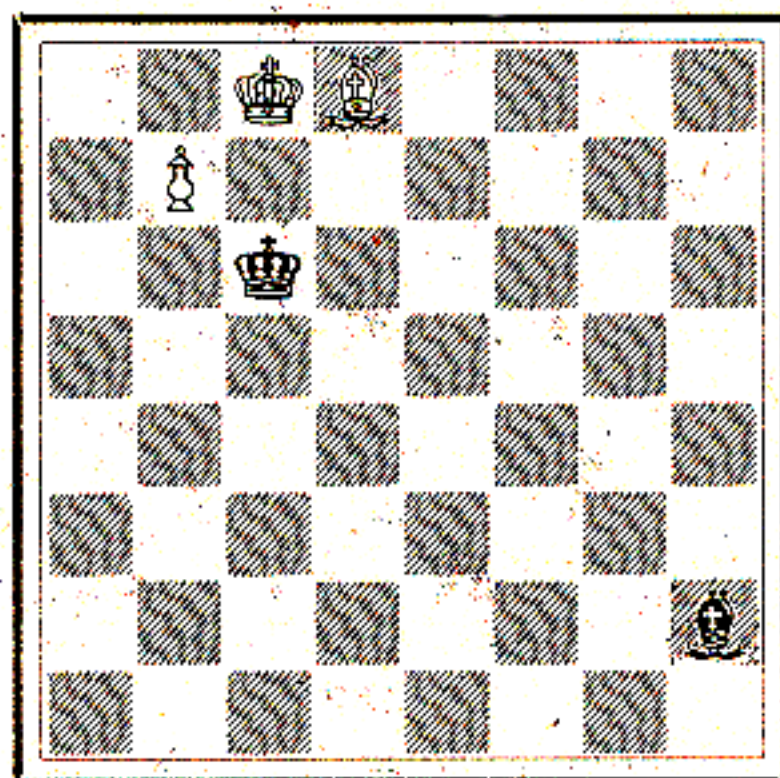
1 ..... B—B6

2 B—Kt5 B—R4

3 B—B4 .....

Now White has gained the time needed. On any move, B—B7 follows, and the pawn advances to queen.

The play in the following example is much more intricate, and should be carefully studied, as it is typical of many similar endings.



White's advantage in this position is that one of the defending diagonals is very short. If the Black Bishop can be forced to QR2, and White plays B—K3 (or any square on that line) Black must resign. The play:

1 B—R4 K—Kt3

White was planning B—B2, B—R7, and B—Kt8, winning. Against that the King must reach R3.

2 B—B2ch K—R3

3 B—B5! .....

An important tempo. As will be seen later, it is necessary to gain time by attacking the Black Bishop. This cannot be done as long as it is on R7. But now it must move to a more exposed square.

3 ..... B—Kt6

If 3 ... B—B5 or K4, White would vary his 6th move accordingly.

4 B—K7 K—Kt3

The King must now return to parry the threat of B—Q8 and B—B7.

5 B—Q8ch K—B3

Now we have the diagram position, except for the position of the Black Bishop. This difference is all important, as White's next manœuvre shows.

6 B—R4! B—R2

7 B—B2 .....

Now Black has no time to get his king to R3, as before, and cannot prevent the concluding phase.

7 ..... B—B5

8 B—R7 B—Kt6

9 B—Kt8 B—B7

10 B—B4 B—R2

11 B—K3 Resigns.



# BOOK REVIEW

The fast growing volume of chess literature will be further enhanced by a number of new offerings announced for the next month or two. Some of the more important ones are noticed below.

\* \* \*

BOOK OF THE BLED TOURNAMENT, by I. Kashdan and F. Reinfeld.

All the games of the Bled Tournament of 1931 have been published, but the authors feel that they have not been done justice in the way of sufficient annotation. The book will consist of 50 selected games, with thorough notes, and a general review of the tournament. A list of the players who took part in it is sufficient to show that it was one of the strongest gathering of masters of all time. Among the participants were Dr. A. Alekhine, E. Bogoljubow, A. Nimzovitch, Dr. M. Vidmar, R. Spielmann, G. Maroczy, Dr. S. Tartakower, and B. Kostich. The younger generation was also well represented by S. Flohr, I. Kashdan, G. Stoltz, and V. Pirc. It is not surprising that some great masterpieces of chess were produced, which it is still timely to bring to notice.

\* \* \*

CHESS HOLIDAYS, by I. Kashdan.

Kashdan is also preparing a book of his own games played both in America and abroad, all copiously annotated on the style of the "Game Studies" which we have been featuring. He will also include interesting accounts of his trips, or "holidays."

MODERN CHESS ENDINGS, by Bernie F. Winkelman.

This should fill a long felt want for a book in the English language on fundamental end-game strategy. So far the standard reference book on this subject is Buerger's "Endspielstudien," which is remarkably complete and accurate, but still of little use to anyone not familiar with the German. "Modern Chess Endings" owes a great deal to Buerger, but also has considerable original material. There are great many examples of endings from practical play, with chapters devoted to Alekhine, Capablanca, Lasker, Marshall and Kashdan, and also choice selections from the compositions of Rinck, Kubbel, Troitsky and others. All the forms of ending strategy are illustrated, which should prove invaluable to the student.

\* \* \*

101 OF MY BEST GAMES, by Frederick D. Yates.

This book, prepared by the author, and already in the press at the time of his untimely death, has been made into a Yates Memorial Volume. Mr. W. Winter has assumed the Editorship, and added considerable material. Yates was a most erratic player, who could beat Dr. Alekhine on one day, and lose to the tail-ender on the next. Among the 101 games are some of the finest efforts of modern chess.

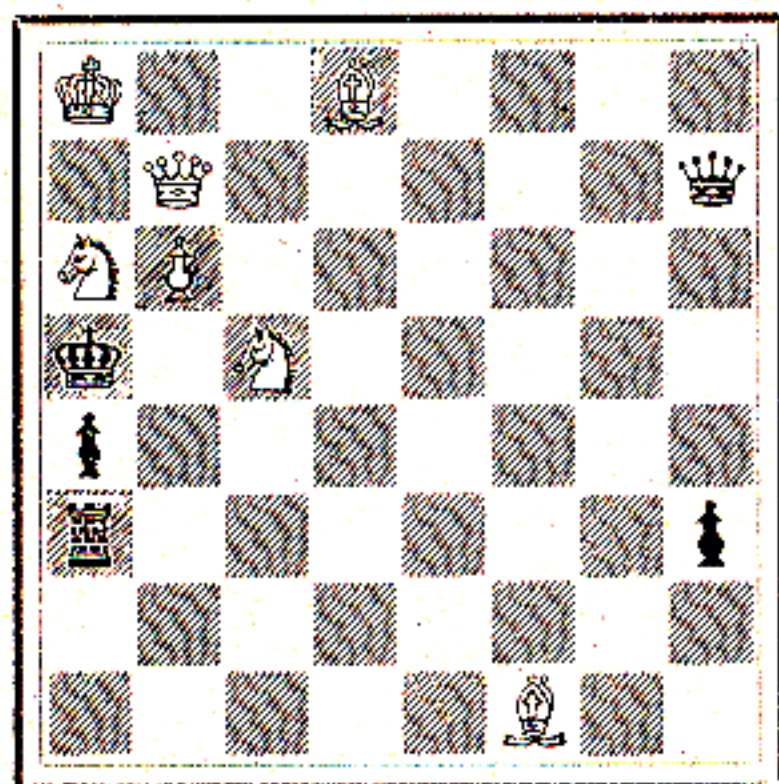
\* \* \*

CHESS PRAXIS, by Aron Nimzovitch.

This has been published in German, but is being translated into English, and is scheduled for an early appearance. It is a natural sequence to the author's "My System," which proved one of the most absorbing books ever written for the chess student. "Chess Praxis" has many illustrative games, showing the practical working of the principles given in "My System." No chess library can be complete without this pair.

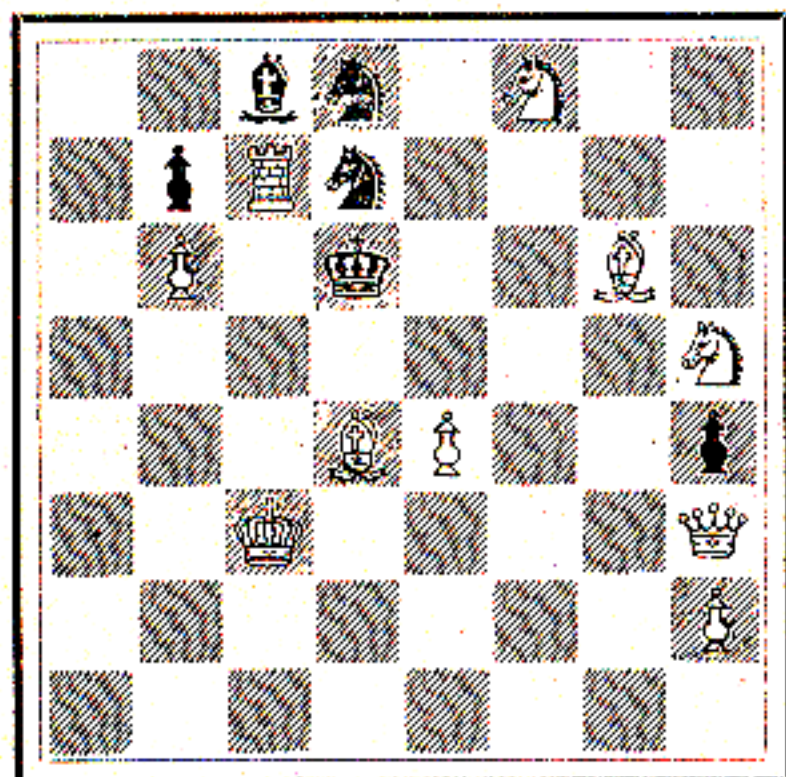


No. 49  
NICHOLAS GABOR  
CINCINNATI, OHIO  
(ORIGINAL)



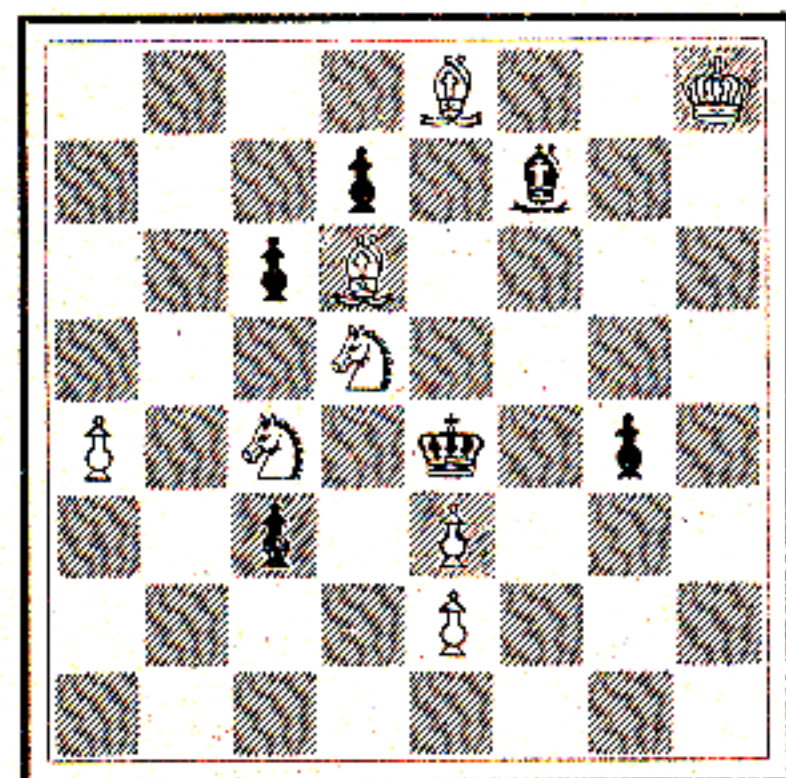
White mates in two moves

No. 50  
M. SCHLEIFER  
DENVER, COLO.  
(ORIGINAL)



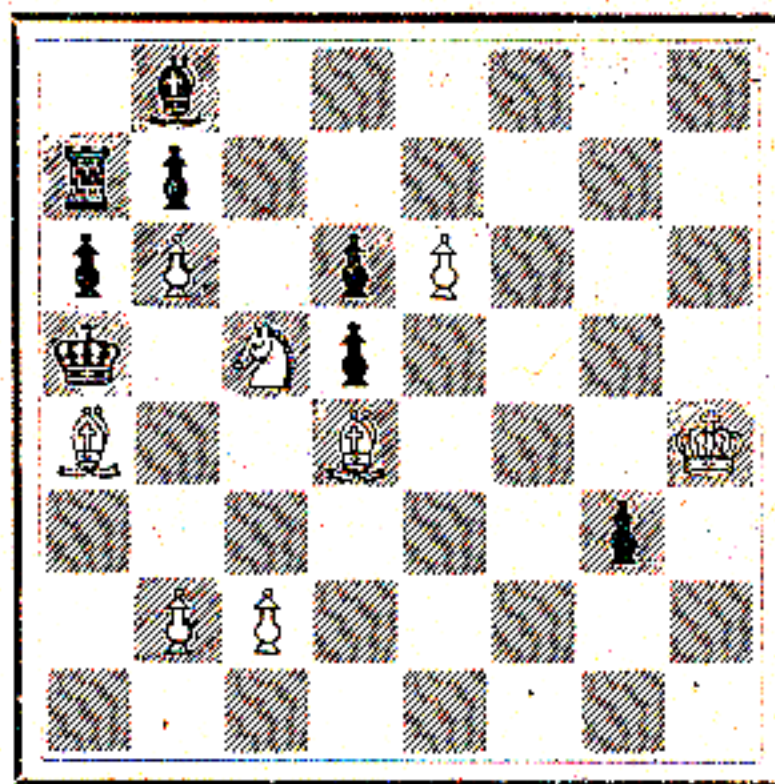
White mates in two moves

No. 51  
MAXWELL BUKOFZER  
BELLAIRE, L. I.  
(ORIGINAL)



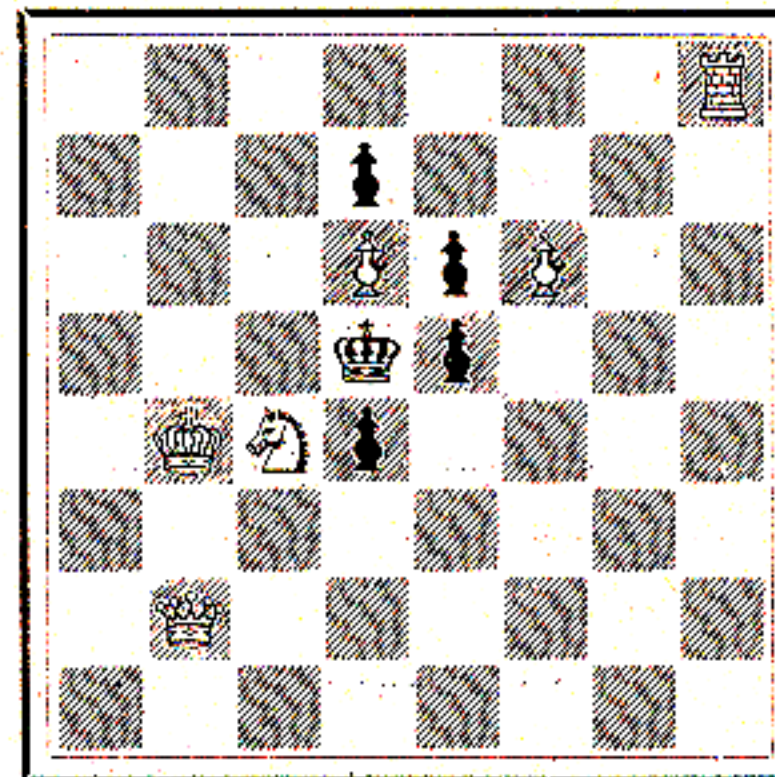
White mates in three moves

No. 52  
GILBERT DOBBS  
CARROLLTON, GA.  
(ORIGINAL)



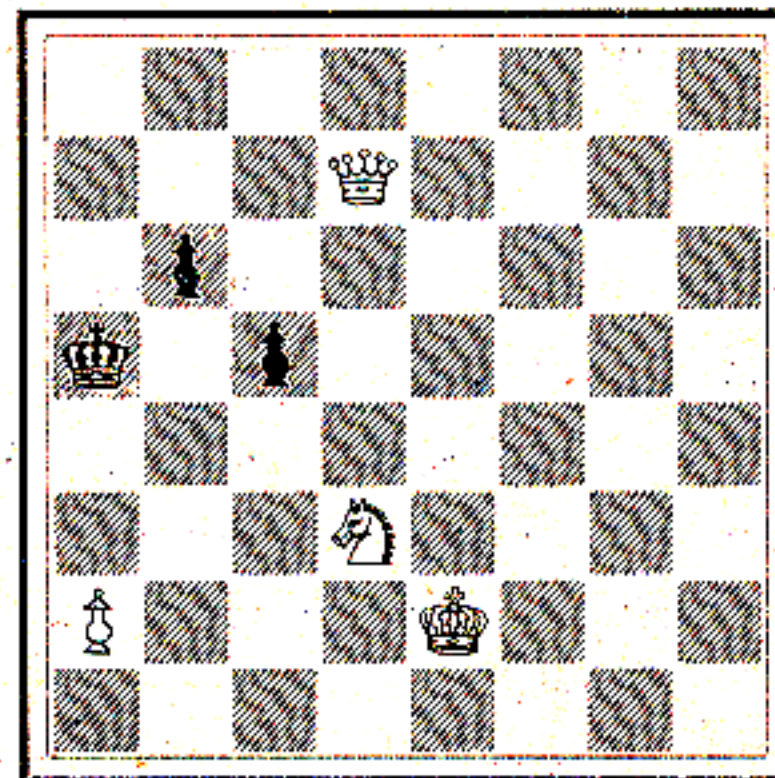
White mates in three moves

No. 53  
CHARLES S. JACOBS  
BOSTON, MASS.  
(ORIGINAL)



White mates in three moves

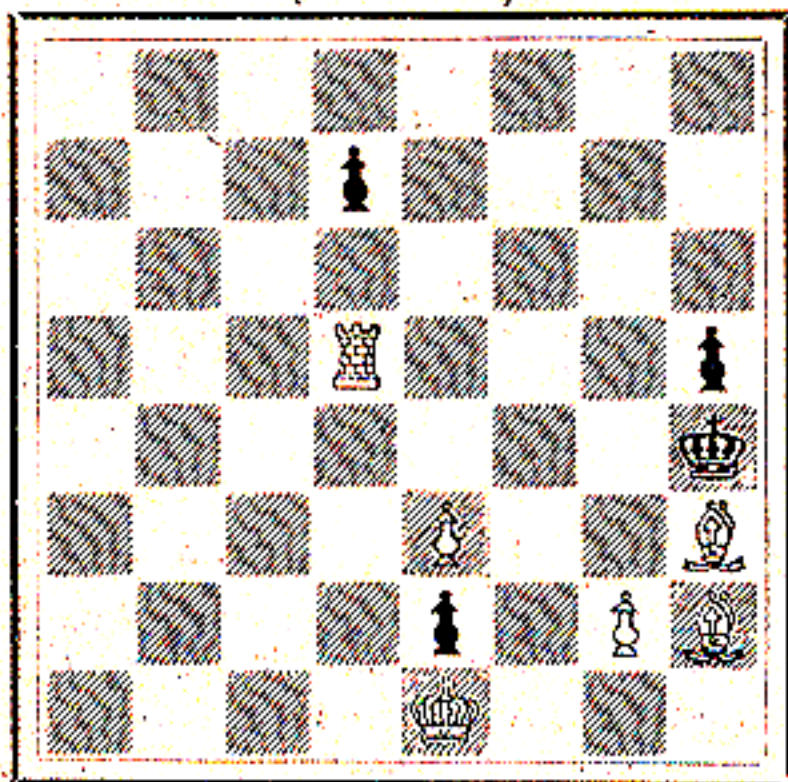
No. 54  
WALTER JACOBS  
NEW YORK  
(ORIGINAL)



White mates in three moves

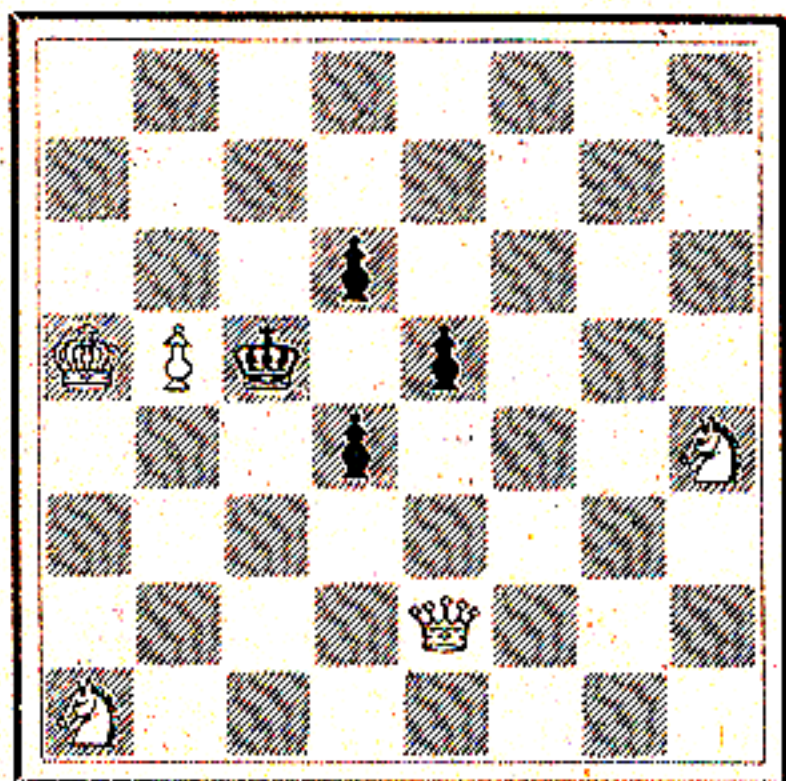


No. 55  
L. H. JOKISCH  
BLUFF SPRINGS, ILL.  
(ORIGINAL)



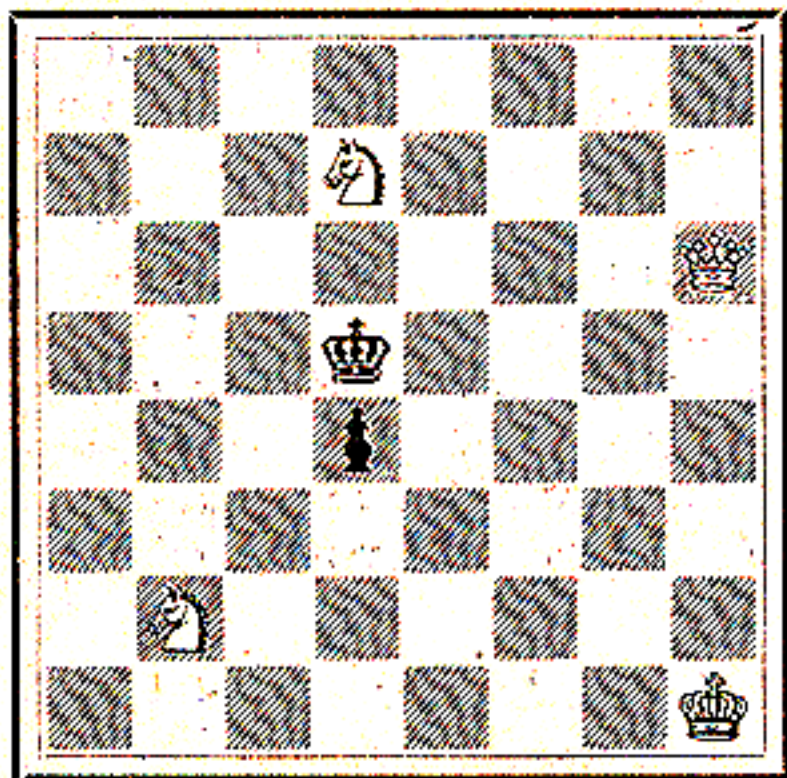
White mates in three moves

No. 56  
DAVID C. McCLELLAND  
JACKSONVILLE, ILL.  
(ORIGINAL)



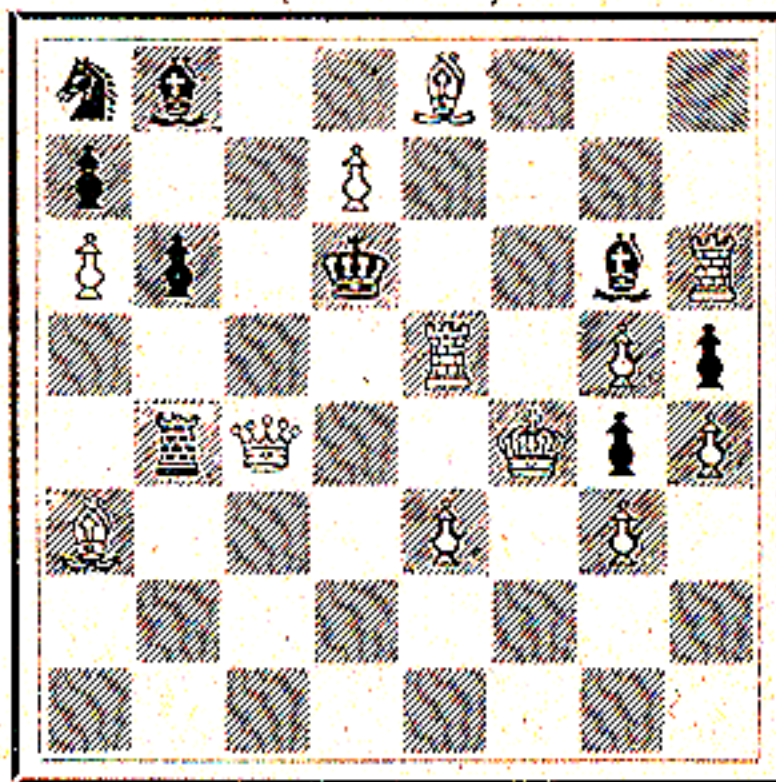
White mates in three moves

No. 57  
OTTO WURZBURG  
GRAND RAPIDS, MICH.  
(ORIGINAL)



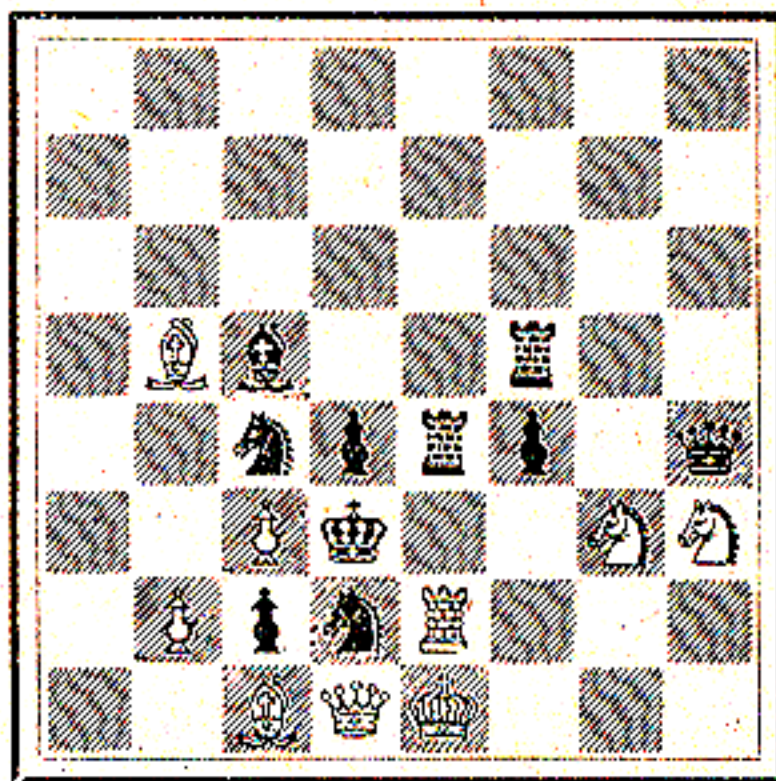
White mates in three moves

No. 58  
KENNETH S. HOWARD  
ORANGE, N. J.  
(ORIGINAL)



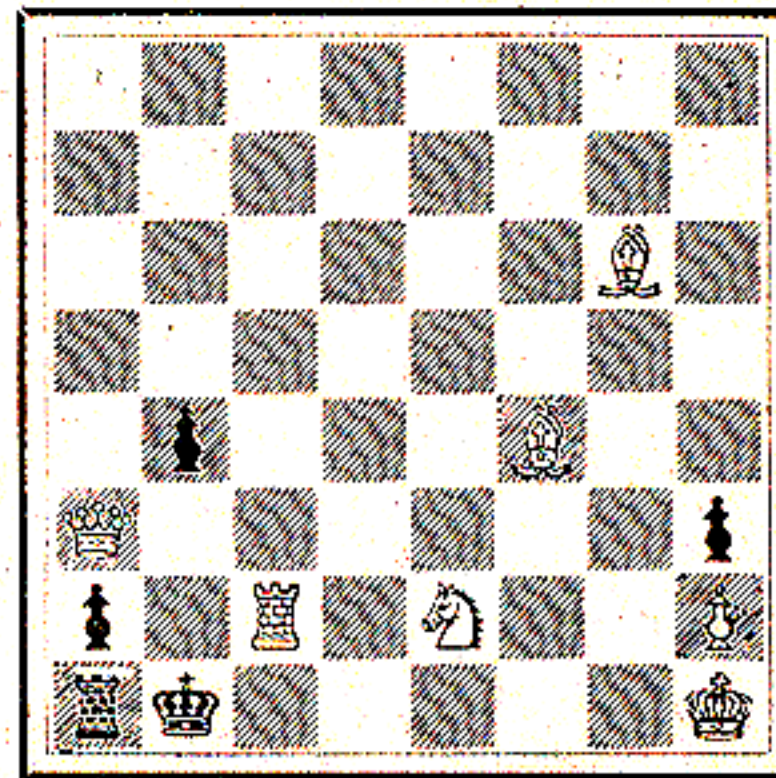
Self-mate in two moves

No. 59  
ALBERT KNIEST  
BOTTROP, GERMANY  
(ORIGINAL)



Self-mate in two moves

No. 60  
A. C. SIMONSON  
NEW YORK CITY  
(ORIGINAL)



Self-mate in three moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

## Our Problems this Month

No. 49. With a pointed key, introducing some new lines of play.

51. This composer's success in combining pure mates with Knights and Bishops has been noted before.

No. 52. It is surprising the number of pure mates Dr. Dobbs has managed to incorporate with so few white pieces.

No. 53. It is a real pleasure to welcome Mr. Jacobs back to the field of composition. Very recently he played board one for Boston against the redoubtable S. T. Sharp, Pennsylvania champion, representing Philadelphia, and scored an upset by winning a dashing game. He now offers his 3 er as proof that he hasn't forgotten composition either.

No. 55. We are happy to be able to offer this pretty little 3 er from Mr. Jokisch, whose chess activities cover over a half a century. Composition has attracted him for many years, and more recently he has devoted considerable attention to the classification and study of special themes.

No. 57. John Brown's body lies  
A-mould'ring in the grave  
His soul goes marching on.

Nos. 58-59-60. We trust these self-mates will not prove too difficult for those of our solvers who are not familiar with this form of chess strategy.

## Solutions

No. 25. H. Eichholz. 1 Kt-K7  
Changed and added mate.—G. Dobbs. Nice changed and added mate with an effective key.—D. C. McClelland.

No. 26. Kenneth S. Howard  
Impossible of solution. P-K6 intended, KtxKt defends.

No. 27. H. W. Bettman. 1 P-QB7  
K-B3 2 Q-QKt8  
K-K4 2 Q-KB8  
KxP 2 Q-R6

Beautiful! An excellent key with fine echo continuations.—D. C. McClelland. This problem has a nice key not too easy to find.—O. H. Ludlow. I like this, too bad the B and Kt are necessary to prevent 1 Q-Kt8ch.—G. Dobbs.

No. 28. Egbert Delpy. 1 KKtxKt  
Threat 2 Q-Q3  
PxKt 2 Q-Q3  
B-B3 2 QxPch  
B-Kt4 2 Kt-R5  
B-R5 2 Q-Rch  
B-Q 2 R-Kt8

This is a fine problem of the complex type, there are several tricky traps.—O. H. Ludlow. Here's one to break the ties. This one held me for a long time. It's too bad that a capturing is necessary. Q-Q3 is an excellent try.—D. C. McClelland. Complex all right but "O Alain, what crimes are committed in thy name!" G. Dobbs.

No. 29. G. Dobbs. 1 Q-QKt6  
Threat 2 Q-B2ch  
K-Kt4 2 Kt-B7ch

This proved a teaser and many solvers missed the composer's solution. Kt-Q5 is a strong try and fooled several solvers. Beautiful! as Dr. Dobbs' problems always are.—W. Van Winkle. It is interesting to note that Kt-Q5 is defended only by 1 P-R7.—P. L. Rothenberg.

No. 30. Joh. Hane. 1 B-QB5  
Threat 2 Kt-K7  
KxKKt 2 QxBPch  
KxQKt 2 Q-Q4ch  
KtxKt 2 B-Q3ch  
Kt-K6 2 QxKtch

Has its points but I much prefer his recent 4 er of similar design.—G. Dobbs. Clever composition, nicely constructed with some excellent tries.—D. C. McClelland. Extremely difficult.—M. H. Kleiman.

No. 31. E. McCarthy. 1 Q-KB7  
Threat 2 QxP mate  
K-B4 2 B-B8ch



P-K6                      QxPch  
B-B7ch                  K-Kt4  
KtxPch                  K-Kt4

This seems to me a little below standard because of the short mates, etc.—D. C. McClelland.

No. 32. F. Vail. 1 Kt—Q7

K-Kt2                      2 P-Kt8 (B)

Too bad there isn't more variety. A little below standard also as it is tricky only to the uninitiated.—D. C. McClelland. Elementary.—G. Dobbs.

No. 33. S. Boros. Kt—KB6

A remarkable composition. Fine, open and economical in construction, with an excellent key.—D. C. McClelland. Very well constructed.—M. H. Kleiman.

No. 34. K. Hannemann. 1 Q—R7

Kt-Q6ch                  2 K-B5  
Kt-K7ch                  2 QKt-K3!  
Kt-Kt7ch                2 KKt-K3!  
Kt-R6ch                  2 KxP  
Kt-R5ch                  2 KxKt  
Kt-Kt3ch                2 R-K3!  
Kt-K6ch                  2 K-B6!  
Kt-Q4ch                  2 B-B4!

Not so difficult analytically, but the by-play between the black Kt and the four interposing white pieces is simply marvelous!—W. Van Winkle. Remarkable play, but knowing Kipping's, it came rather easy from diagram.—G. Dobbs. Superb. A masterpiece worthy of everlasting preservation. It is a joy to work out the ways.—D. C. McClelland. Beautiful problem, a real gem.—M. H. Kleiman.

No. 35

This position is cancelled as concerns the scoring of points. It was printed in some copies with the black rook at KR3 when it is unsolvable. This rook should be white, then P-QKt8(B) solves. The correction of this position was to have appeared in our April issue but was overlooked.

No. 36. M. Sonkup. 1 R—Q

1 . . . . . P-R4	1 . . . . . PxP
2 K-R    P-R5	2 B-Kt3    P-Kt5
3 R-Kt    P-R6	3 Q-B2    P-K5
4 Q-B2    P-K5ch	4 BxP    P-Kt6
5 Kt-Q4ch KtxQmate	5 Kt-Bch    PxQ mate.

This is the composer's idea and it was admired and highly praised. Unfortunately there is a second solution by

1 BxP    P-R4	1 BxP    PxP
2 K-R    P-R5	2 Q-QKt4    P-K5
3 R-Kt    P-R6	3 B-B4    PxP
4 Q-B2    P-K5ch	4 R-Q    P-B6
5 Kt-Q4ch KtxQmate.	5 Kt-B    P-B7 mate.

Geo. F. Berry—April score deducted one point.

Louis Tanassy—April score, three points added for solution to No. 18, which was duly received.

The scores of those solvers who do not report on March problems are not printed. If at any time these solvers send in further solutions, the old score will be promptly restored. This has been done purely as a space saving device.

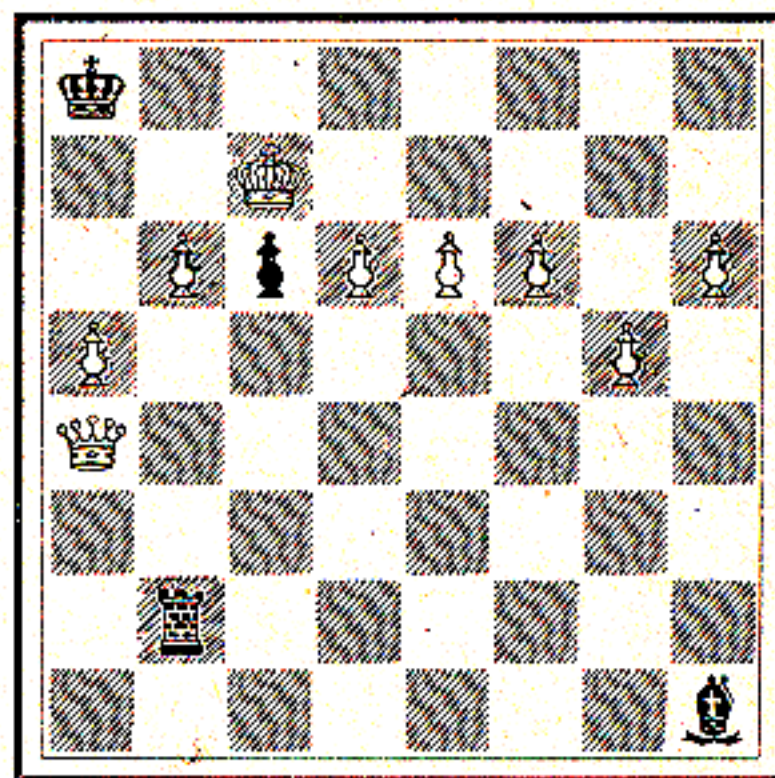
Solution prizes for April and May issue are due to Geo. Partos and Louis Tanassy.

\* \* \*

This fine problem represents a theme illustrated in several positions by C. S. Kipping in his book "The Chessmen Speak," but it is a distinct advance in point of strategy and is skillfully constructed. We offer it for the delectation of our readers.

G. P. LATZEL, BRESLAVIA

"IL PROBLEMA," FEBRUARY, 1933



White mates in three moves

1 P-Kt6, R-Kt8	2 P-R7
R-QB7	2 P-Kt7
R-Kt6	2 P-B7
R-Kt5	2 P-K7
R-Q7	2 Q-QB4
B-Q4	2 P-Q7

\* \* \*

We want to call the attention of our readers to the remarkable three mover by K. Hannemann that has won first place in the recent Weenink Memorial Tournament.



Here is a good measure of originality in the pawn promotion manœuver. The introduction of two free black pieces is startling and the developments are quite remarkable.

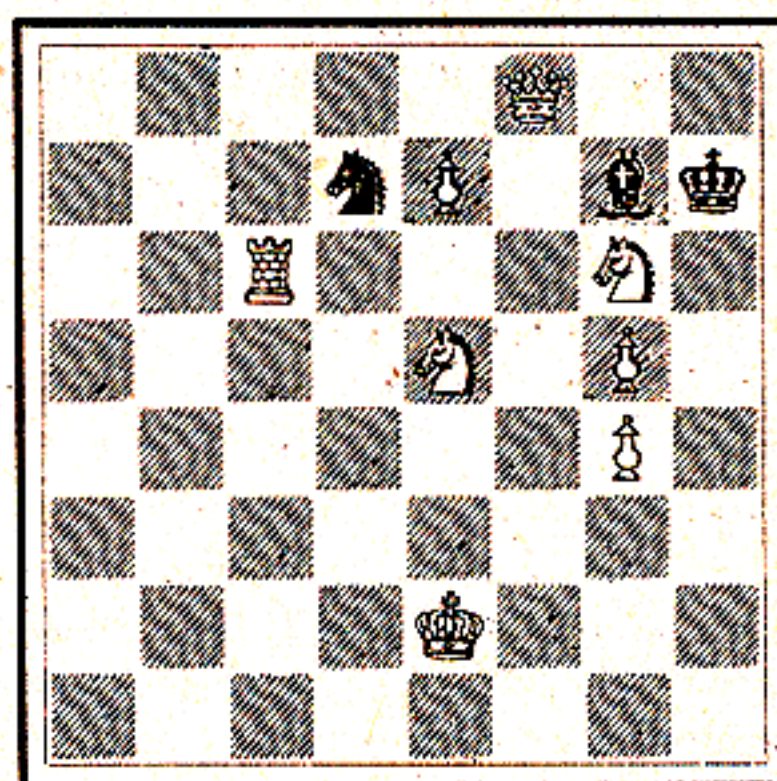
We know some captious critics will find fault with the pawn promoting on two different squares, but waiving this technicality, the problem stands on its own merits, and is a constructive feat worthy of admiration.

1 R-B7, BxQ  
KtxQ  
BxKt  
KtxKt

2 PxB(R)  
2 PxKt(B)  
2 P-K8(Q)  
2 P-K8(Kt)

K. HANNEMANN

1ST PRIZE WEENINK MEMORIAL TOURNEY



White mates in three moves

## LADDER SOLVING CONTEST

Solver	Prev. Score	25	26	27	28	29	30	31	32	33	34	36	Total
Geo. Partos .....	58	2	2	3	0	3	3	3	3	2	3	10	92
Louis Tanassy .....	56	2	2	3	0	3	3	3	3	2	3	10	90
Dr. G. Dobbs .....	58	2	0	3	3	3	3	3	3	2	3	5	88
P. L. Rothenberg .....	56	2	2	3	3	3	3	3	3	2	3	5	88
E. Mc Carthy .....	56	2	0	3	3	3	3	3	3	2	3	5	86
Frank Vail .....	56	2	0	3	3	3	3	3	3	2	3	5	86
Walter Jacobs .....	58	2	0	3	0	3	3	3	3	2	3	5	85
M. H. Kleiman .....	53	2	2	3	3	3	3	3	3	2	3	5	85
H. M. Berliner .....	52	2	2	3	3	3	3	3	3	2	3	5	84
Sidney Braverman .....	52	2	2	3	3	3	3	3	3	2	3	5	84
Irving Greenwald .....	52	2	2	3	3	3	3	3	3	2	3	5	84
O. H. Ludlow .....	58	2	2	3	3	0	0	3	3	2	3	5	84
D. C. McClelland .....	55	2	2	3	3	0	3	3	3	2	3	5	84
J. W. Byler .....	58	2	2	3	3	0	3	3	3	2	3	0	82
J. H. Daum .....	58	2	2	3	0	0	0	3	3	2	3	5	81
R. H. Hixon .....	55	2	0	3	3	3	0	3	3	2	3	0	77
A. Chess .....	51	2	2	3	0	3	3	3	3	2	3	0	75
Ed. H. Thorne .....	56	2	0	3	0	3	0	3	3	2	3	0	75
W. D. J. Curtin .....	55	2	0	3	3	0	0	3	3	2	3	0	74
Sanford J. Benjamin .....	47	2	0	3	0	3	3	3	3	2	0	0	66
Arthur Seidel .....	47	0	0	3	3	0	0	3	3	2	3	0	64
Alex. Szabo .....	47	2	0	3	0	0	0	3	3	2	3	0	63
Edmund A. Nash .....	38	2	0	3	0	3	0	3	3	2	3	0	57
David Bernstein .....	43	2	0	0	0	0	0	3	3	2	3	0	56
B. A. Foote .....	34	2	0	3	0	0	0	3	3	2	3	0	55
N. Malzberg .....	36	2	2	3	0	0	0	3	3	2	3	0	54
C. A. Fellmer .....	30	2	0	3	0	0	0	3	0	2	3	0	43
W. B. Tudor .....	25	2	0	0	0	0	0	3	3	2	3	0	38
E. Arsenault .....	22	2	0	0	3	0	0	3	0	2	3	0	35
Geo. F. Berry .....	26	2	0	0	0	0	0	0	0	2	0	0	30
Robert Thrall .....	0	2	2	3	3	0	3	3	3	2	3	5	29
Wilbur Van Winkle .....	0	2	0	3	0	3	3	3	3	2	3	0	22
Melvin Fisher .....	9	2	0	0	0	0	0	0	3	2	3	0	19
John Hannan .....	0	2	0	0	0	0	0	0	3	2	3	0	10



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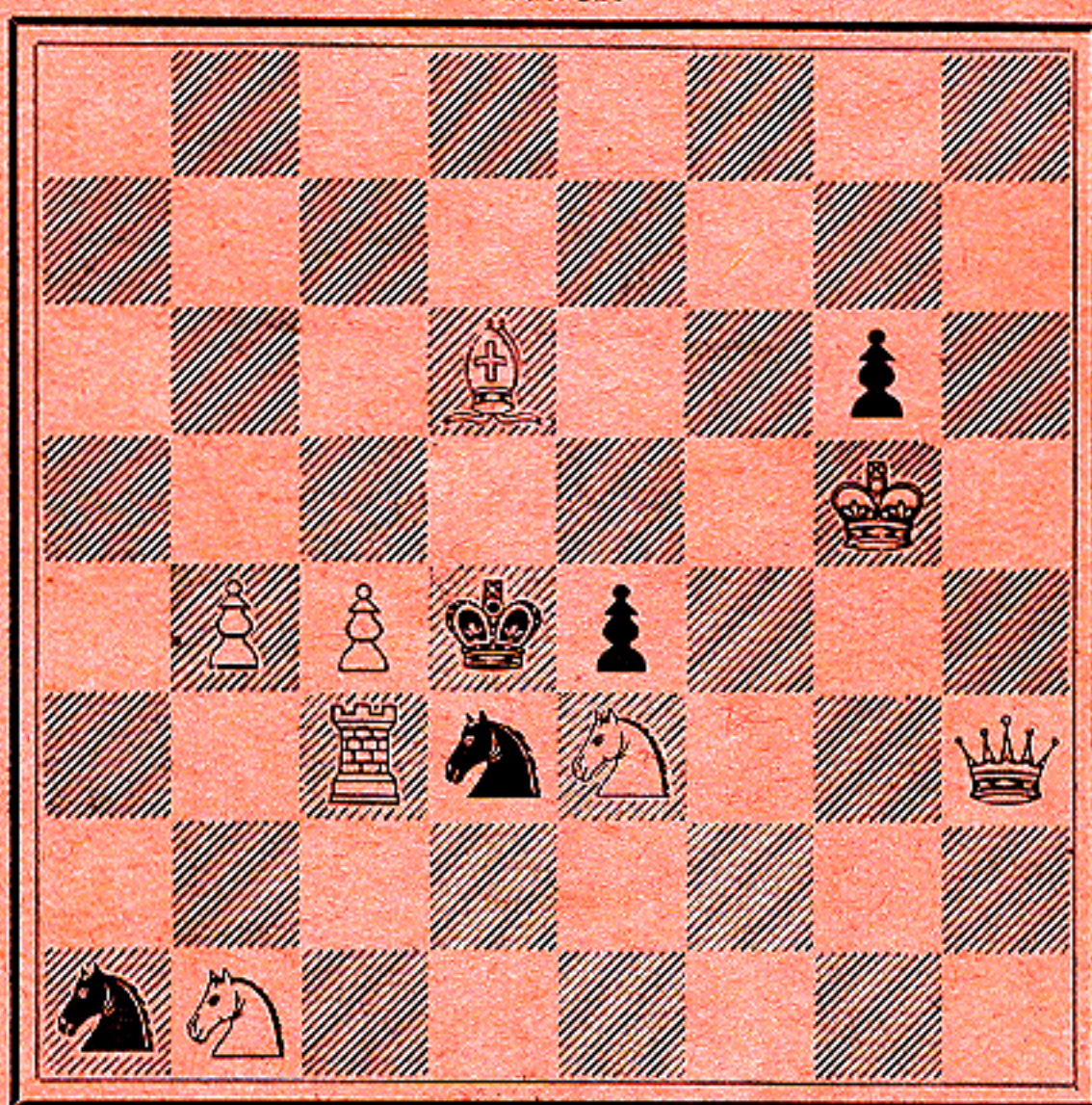
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By WILLIAM MEREDITH

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*Published Monthly*

JUNE, 1933

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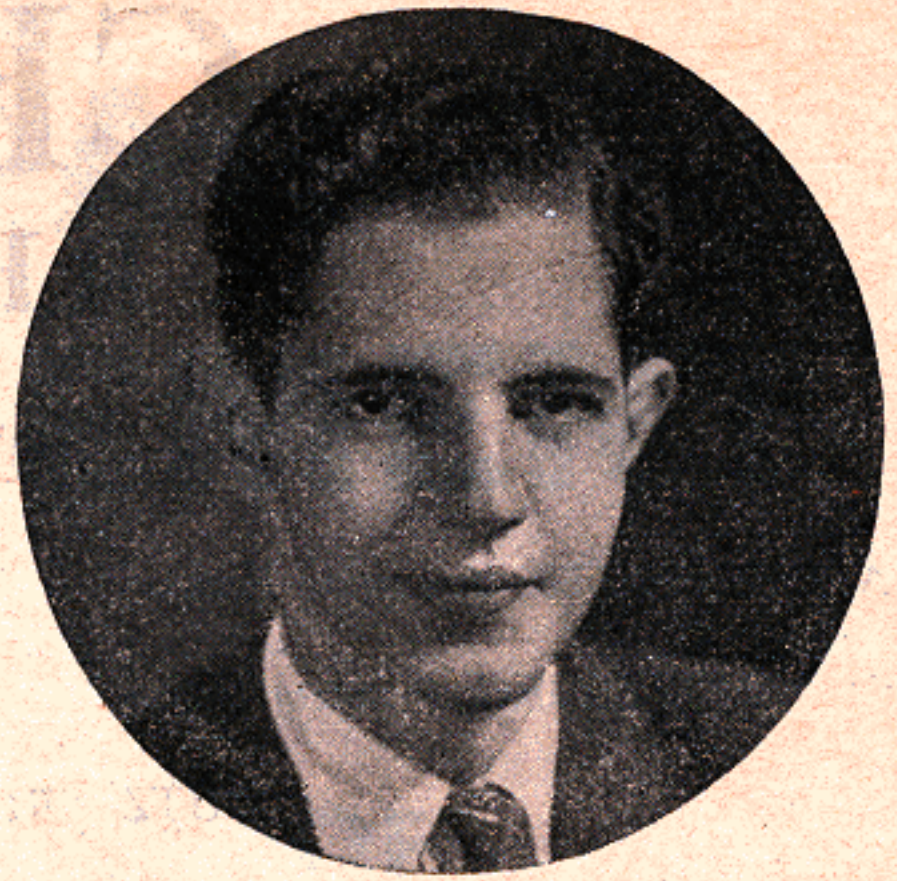
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United States  
Chess  
Team  
◆



HAROLD M. PHILLIPS, MGR.

◆  
Folkestone  
England  
1933  
◆



REUBEN FINE



ARTHUR W. DAKE



# "DON'T GIVE UP THE CUP"

By A. A. Freeman

**T**HE whole world will be anxiously awaiting reports from England this month, regarding the outcome of the United States Team in the International Team Championship Tournament at Folkestone.

A most formidable array of talent, proves to make this contest for the Hamilton-Russell Trophy, a very interesting and exciting one. With Dr. Alexander Alekhine, World's Champion, representing France, and other International Masters as Geza Maroczy, Lajos Steiner, Dr. O. S. Bernstein, Dr. S. Tartakower, R. P. Mitchell, Sir George Thomas, Sultan Kahn and W. Winter, representing their respective countries, our boys will certainly have their work cut out for them.

Harold M. Phillips, manager of the championship 1931 team, and chairman of the 1933 Team Committee, has once again been delegated to guide the destinies of an American Team abroad. His great love for the game, combined with his vast experience as a business leader, makes him an invaluable asset and inspiration to our representatives.

Frank J. Marshall, recognized champion of the United States since the death of Pillsbury, is one of the old reliables, upon whom we can always depend. He is a veteran of many International tournaments, winning first prize at Cambridge Springs 1904, Nuremberg 1906 and Dusseldorf 1908. Lately however, most of his time has been devoted to developing the ability of several of the younger American experts, who have just recently come to the fore.

Isaac Kashdan, the outstanding contender for the United States Championship, is a veteran of the victorious 1931 team.

Altho' only 27 years of age, his accomplishments during the past three years have earned for him, the admiration of the chess public throughout the entire world.

Reuben Fine, the youngest of the American experts, is a product of the Marshall Chess Club in New York. Winning the championship of the Western Chess Association as well as of his own club, only served as a warning to other contenders for American supremacy, but his victory in the Trial Tournament for the United States Team, was outstanding.

Arthur W. Dake, former champion of the Marshall Chess Club and member of the victorious United States Team of 1931, hails from Portland, Oregon. His rapid advance to national recognition started in 1927, when he first received instruction in the game at the Portland Y. M. C. A. His style of play has created quite a sensation in American chess circles. As a rapid transit player, he is supreme, but in tournament and match play he can defeat the world's best on one day, then draw with a second rate player the next.

Albert C. Simonson, one of the youngest members of the team is only 19 years of age. Modesty prevents him from submitting his photo for publication. Both Fine and Simonson are members of the Marshall Chess Club, and give due credit for their success to the present United States Champion.

The followers of American Chess feel confident in the ability of this team, and we all join in wishing them "Bon Voyage" and good luck, trusting that they will heed the motto of the 1933 Team Committee:

**"DON'T GIVE UP THE CUP."**



# NEWS OF THE MONTH

## Lineup of Teams at Folkestone

Latest reports from Europe reveal the names of many Internationally famous masters who will represent their country in the Team Tournament at Folkestone this month.

**BRITISH EMPIRE**—R. P. Mitchell, Sir George Thomas, Sultan Khan and W. Winter.

**BELGIUM**—Sultanbeieff, A. Dunkelblun, Engelmann, and Devos.

**ESTHONIA**—G. Friedemann, L. Laurentius, F. Willard, J. Turn and V. Uulberg.

**FRANCE**—Dr. A. Alekhine, O. S. Bernstein, Moffang and Betbeder.

**HUNGARY**—Geza Maroczy, Lajos Steiner, Dr. Arpard Vajda, Kornel Havasi and A. Lilienthal.

**MEXICO**—Capt. José Araiza, Francisco Vázquez, Dr. José Asiain, Joaquín Medina, Miguel Cortés.

**SCOTLAND**—W. A. Fairhurst, Captain G. Page, R. F. Combe, D. MacIsaac and A. J. Mackenzie.

**SWEDEN**—K. Berndtsson, E. Ludin, A. Nilsson, G. Stoltz and G. Stahlberg.

**UNITED STATES**—F. J. Marshall, I. Kashdan, R. Fine, A. W. Dake and A. C. Simonson.

The exact lineup of the following teams have not as yet been decided upon. Argentine Republic, Czecho-Slovakia, Denmark, Iceland, Italy, Latvia, Lithuania, Poland and Spain.

## Canal Wins Budapest Tournament

Lajos Steiner sends us the following results of the Masters Tournament just recently completed in Budapest.

	Won	Drew	Lost	Total
1 E. Canal . . . . .	7	6	1	10
2 P. Rethy . . . . .	8	3	3	9½
3 A. Lilienthal . . . .	6	6	2	9
4 L. Steiner . . . . .	7	3	4	8½
5 G. Eliskases . . . .	6	4	4	8
6 St. Erderlyi . . . .	5	5	4	7½
7 H. Muller . . . . .	5	5	4	7½
8 O. Balogh . . . . .	4	6	4	7½
9 E. Steiner . . . . .	6	2	6	7
10 K. Havasi . . . . .	5	4	5	7
11 Gy. Lovas . . . . .	4	5	5	6½
12 K. Korody . . . . .	3	5	6	5½
13 K. Sterk . . . . .	2	5	7	4½
14 J. Szokely . . . . .	3	2	9	4
15 R. Pikler . . . . .	2	3	9	3½

\* \* \*

## Northern California Chess News

The final standing of the Northern California Chess League, recently completed, are as follows:

Castle Chess Club . . . . .	4½	½
Mechanic's Institute . . . . .	4	1
Univ. of California . . . . .	3	2
Russian Chess Club . . . . .	2½	2½
Black Knight's . . . . .	1	4
Oakland Chess Club . . . . .	0	5

A match on 25 boards was won by East Bay against San Francisco by the score of 13 to 12.

Arrangements are now being made for the annual match between Northern and Southern California to take place shortly, at San Luis Obispo. The best 25 players of the East Bay vs. San Francisco match will be selected to represent Northern California.



## UNITED STATES TEAM TOURNAMENT

After eleven rounds of a special tournament arranged by the United States Team Committee, under the auspices of the National Chess Federation, Reuben Fine, Arthur W. Dake, and Albert C. Simonson, qualified for places on the team that will represent our country at Folkestone this month.

The outstanding performance of the tournament was furnished by the young champion of the Marshall Chess Club, Reuben Fine, who led the field of eleven

contestants with a total of 8 points. Arthur W. Dake, member of the Championship United States Team of 1931, and Albert C. Simonson, the new sensation in metropolitan chess circles, were tied for second and third place with totals of 7 points each.

With three men of such sterling ability, Frank J. Marshall and Isaac Kashdan should have ample support in defending the Hamilton-Russell Trophy.

	1	2	3	4	5	6	7	8	9	10	11	Total
1 R. Fine .....	—	1	1	1	1	½	0	½	1	1	1	8
2 A. W. Dake .....	0	—	1	½	1	1	1	½	1	0	1	7
3 A. C. Simonson .....	0	0	—	1	½	1	1	½	1	1	1	7
4 A. S. Denker .....	0	½	0	—	1	½	1	1	0	1	1	6
5 I. A. Horowitz .....	0	0	½	0	—	½	½	1	1	1	1	5½
6 R. Willman .....	½	0	0	½	½	—	1	½	1	½	1	5½
7 R. Levenstein .....	1	0	0	0	½	0	—	1	½	1	0	4
8 F. Reinfeld .....	½	½	½	0	0	½	0	—	½	½	1	4
9 N. Beckhardt .....	0	0	0	1	0	0	½	½	—	1	0	3
10 E. Schwartz .....	0	1	0	0	0	½	0	½	0	—	½	2½
11 M. Hassialia .....	0	0	0	0	0	0	1	0	1	½	—	2½

### Kashdan Returns

As this issue goes to press, we welcome the return of our Editor-in-Chief, Isaac Kashdan, who returns to New York after a very successful tour of the Eastern and Mid-Western States, where he gave a series of simultaneous exhibitions. The results follow:

May	Played	Won	Lost	Drew
3 Binghamton, N. Y..	21	19	0	2
6 Detroit, Mich. ....	34	28	3	3
15 Minneapolis, Minn..	15	14	0	1
17 Springfield, Mo. ....	19	17	0	2
18 St. Louis, Mo. ....	20	18	1	1
25 Cleveland, O. ....	36	32	1	3
26 Buffalo, N. Y. ....	18	15	1	2
27 Toronto, Can. ....	28	21	2	5
29 Montreal, Can. ....	48	32	6	10
30 Collinsville, Conn..	28	25	3	0
31 Philadelphia, Pa. ..	12	4	4	4
Totals	279	225	21	33

### Horowitz Exhibits

At the invitation of Mr. Charles S. Wilson, president of the Elizabeth Chess Club, Israel A. Horowitz, representing The Chess Review, gave a simultaneous exhibition against 26 players at the Elizabeth Y. M. C. A., in New Jersey, on Thursday, May 18th, 1933. D. Ault, former star of the Rutgers University Chess Team, was the only one to win his game from Horowitz. S. Horowitz and M. Fishbone drew their games after a hard battle. The surprisingly strong opposition furnished by the members of the Elizabeth Chess Club, was a complete surprise to the experienced exhibitionist.



## Metropolitan League Dinner

The first annual dinner celebration of the Metropolitan Chess League of New York, was held on Saturday, June 20th, in the Banquet Hall of the West Side Y. M. C. A., under the management of Mr. H. A. Herisse.

The award of prizes was made by the President of the League and Toastmaster for the occasion, Mr. Leonard B. Meyer, as follows:

Team prizes: 1st, Marshall, C.C., 2nd Empire City C.C., 3rd Manhattan C.C., 4th West Side Y. M. C. A., 5th C. C. N. Y., 6th Hungarian Workers, and 7th Scandinavian C. C.

The brilliancy prize was awarded to Reuben Fine (Marshall C. C.) for his game against H. D. Cutler (N. Y. U.) Honorable mention was awarded to Kenneth S. Howard (Marshall C. C.) for his game against Silverman (Empire City).

The prize for the best played game was awarded to Richman (International) for his game against Huszar (West Side) and Honorable mention went to Hammer-schmidt (C. C. N. Y.) for his game against Levenstein (Marshall).

\* \* \*

## Albany Chess News

The newly organized Albany Chess Club, seems to be making rapid progress, according to a report submitted by Percy Guard, Secretary. After their first two matches with the Pittsfield, (Mass.), and Schenectady, (N. Y.), Chess Clubs, which resulted in a tie score in both cases (4-4), Albany defeated the Pittsfield Chess Club in its return match, by a 6 to 3 score and then went on to defeat the Stanford, (Conn.), Chess Club 4½ to 1½, in a match that took place in Poughkeepsie, N. Y., on May 11th. W. Muir, E. Hummel, G. C. Job, H. Slingerlands, S. Hummel and A. S. Haigh, represented the Albany Chess Club.

The latest accomplishment of the Albany Chess Club, is a victory over Poughkeepsie by the score of 6½ to 1½. The match was played in Poughkeepsie on May 24, 1933.

W. Muir, E. Hummel, G. Job, P. Jacobsen, M. Crounse, W. Linehan, S. Partoka and A. Haigh represented the victors.

\* \* \*

## Binghamton News

The Binghamton Chess Club played an inter-city match with the Oneonta Chess Club at Binghamton, N. Y., on May 9, 1933. After each man played two games, the score was Binghamton 10½, Oneonta 3½ as follows:

	Binghamton		Oneonta	
2	Evans	vs.	Hays	0
1½	Yeomans	vs.	Brigham	1½
2	Bryant	vs.	McClellan	0
2	Higgins	vs.	Dr. Spier	0
1	Miller	vs.	Jensen	1
2	Ogden	vs.	Breeze	0
1	Kalesinskas	vs.	Davis	1
10½				3½

\* \* \*

## J. Partos Wins H. S. Title

The individual championship of the New York City High Schools for 1933, was won by Julius Partos of De Witt Clinton High School. William Henkin of Boys' High School was second, Sidney Pearl of Manual Training, third, and Benj. F. Levene, Jr., fourth.

\* \* \*

## Horowitz at Reading

Chess enthusiasts of Reading, Pa., were treated to a real surprise on Wednesday, May 31st, when Israel A. Horowitz, one of America's outstanding players, encountered 31 opponents at the Reading Y. M. C. A., in simultaneous play. Horowitz turned in a perfect score of 31 wins.

The proceeds of this exhibition were turned over to the United States Team Tournament Committee.



## CONTRIBUTORS TO UNITED STATES TEAM FUND

Harold M. Phillips	\$200.00	L. Zeckendorf	10.00
Marshall Chess Club	150.00	A. S. Bearse	6.00
George A. Pfeiffer	100.00	Louis P. d'Autremont	5.00
G. E. Roosevelt	100.00	M. Beech	5.00
Fritz Brieger	50.00	H. R. Bigelow	5.00
F. N. S.	50.00	C. H. Bird	5.00
J. Newman	33.32	Dr. William A. Boyd	5.00
Arthur Lamport	30.00	Cincinnati Chess Club	5.00
National Chess Federation	30.00	A. C. Klahre	5.00
Bradley - Martin	25.00	H. P. Mandel	5.00
S. W. Howland	25.00	Arthur S. Meyer	5.00
Arthur Malkenson	25.00	James H. Morse	5.00
Manhattan Chess Club	25.00	Leon Rosen	5.00
Leonard B. Meyer	25.00	Royal Chess Club	5.00
Chas. B. Saxon	25.00	W. P. Shipley	5.00
S. T. Sharp	25.00	C. Tanassy	5.00
I. S. Turover	25.00	Alexander V. Taylor	5.00
Edward Cornell	20.00	Stewart L. Tatum	5.00
Dr. E. Moschcowitz	15.00	Louis A. Zimmerman	5.00
Admissions to tournament	11.00	Other contributors were:	
Henry Atlas	10.00	R. Haussler, M. A. Lesser, Reading Chess Club, C. Sewell Weech, Hugo Legler, Capt. E. P. Lebzeltern, Flatbush Chess Club, H. J. Lowenthal, C. Spato, Eugene Randleton, Hawthorn Chess Club, Norman A. Alzberg, K. Koebletz and the West Side Y. M. C. A.	
F. A. Barnes	10.00		
Brooklyn Chess Club	10.00		
H. Cahane	10.00		
Chas. Coleman	10.00		
Edwin Dimock	10.00		
R. F. Grady	10.00		
Dr. Bransford Lewis	10.00		
Alrick H. Mann	10.00		
David Rosebaum	10.00		
A. Williams	10.00		
		Total	\$1,227.82

A statement of disbursements will be published in the next issue.

### Ira J. Ettinger

The death of Ira J. Ettinger, honorary president of the Empire City Chess Club, on May 17th, 1933, at the Syderham Hospital in New York City, was a great shock to followers of chess in America.

Only one day previous to his passing, Mr. Ettinger attended the club's celebration of its recent success in the Metropolitan Chess League. In recognition of his long services to the Club he was presented with a handsome testimonial on that occasion.

### W. A. Shinkman

It is with deep regret that we learn of the death of William Anthony Shinkman, at Grand Rapids, Mich., on Thursday, May 25th, 1933.

Mr. Shinkman, familiarly known as the "Wizard of Grand Rapids," was ranked among the giants of the problem art. His name has often been linked with that of Sam Loyd, and no greater honor than that could be bestowed upon any devotee of the "Poetry of Chess."



# GAME DEPARTMENT

The following seven games were played in the trial Tournament for places on the United States Team.

\* \* \*

Game No. 56

QUEEN'S GAMBIT DECLINED

New York, May, 1933

(Notes by I. A. Horowitz)

**F. Reinfeld**      **I. A. Horowitz**

White

Black

1 P—QB4

P—K3

Instead, P-K4 leads to a Sicilian Defense for White, with a move in hand.

2 Kt—KB3

P—Q4

3 P—Q4

Kt—KB3

4 Kt—B3

P—B3

5 P—K3

QKt—Q2

6 PxP

.....

This exchange commits White to a passive positional game. Tension is relaxed in the center and the White Queen's Bishop is without future in the early part of the game. The usual liberating move of P-K4, in similar positions, leaves White with an isolated pawn and little compensation for it.

6 .....

KPxP

7 B—Q3

B—Q3

Generally it is better to post the bishop at K2, but here as P-K4 is no longer a threat, the Bishop immediately commands the more aggressive diagonal.

8 O—O

O—O

9 Q—B2

R—K

10 R—K

.....

Instead P-QR3, followed by a timely advance of the queen side pawns, offered better prospects for counterplay.

10 .....

Kt—B

11 P—KR3

.....

Preventing 11 ... B-KKt5. But the rooks pawn now becomes a target for attack.

11 .....

B—Q2

12 B—Q2

Q—B!

A beautiful strategical idea. Black desires to gain the K5 square for his knight, but cannot do so at once because White has one piece too many guarding it. By threatening to capture the KRP, Black forces the retreat of the White bishop and gains his objective at K5.

13 B—KB

Kt—K5

14 QR—B

Q—Q

Its purpose accomplished, the queen seeks another line of attack.

15 B—Q3

P—KB4

16 Kt—K2

Q—B3

17 P—KKt3

P—KKt4

18 K—Kt2

Kt—Kt3

19 Kt(K2)—Kt

.....

It is difficult to discover a plausible continuation for White.

19 .....

R—K2

20 Kt—R2

R—KB

21 Kt—B

R—Kt2!

Black anticipates White's next move and is ready for it.

22 P—B3?

.....

This hastens the end. However the advance of Black's king side pawns must soon decide the issue.

22 .....

Kt—R5ch

23 K—R2

.....

If 23 PxKt, PxPch; with an overwhelming attack.

23 .....

KtxKtP

24 KtxKt

BxKtch

25 K—R

.....

Not KxB, for then 26 ... Q-Q3ch leads to mate.

25 .....

BxR

26 BxB

P—Kt5

27 B—Kt3

Q—R3

28 B—K5

R(Kt2)—B2

29 P—B4

Kt—Kt3

30 Q—R2

KtxB

31 QPxKt

R—Kt2

32 PxP

QxQch



33 KxQ	RxP
34 B-K2	R-Kt2
35 Kt-B3	K-B2
36 B-B	R(B)-KKt
37 B-R3	R-Kt3

Now threatening to tie up all of White's pieces by R-R3.

38 Kt-Kt5ch	RxKt
39 PxR	RxP
40 P-K4	QPxP
41 R-Q	B-K3
42 R-Q8	P-B5
43 Resigns.	

\* \* \*

## Game No. 57

## KING'S INDIAN DEFENSE

New York, May, 1933

(Notes by I. A. Horowitz)

**Arnold Denker**      **Reuben Fine**

White

Black

1 Kt-KB3	Kt-KB3
2 P-B4	P-B3
3 P-Q4	P-Q4
4 Kt-B3	P-KKt3

The fianchetto of the king's bishop in conjunction with the advance, P-QB4, directly attacking the center, is the procedure generally followed by Black. In the text, with the Black pawn already on QB3, there is no advantage in posting the bishop at KKt2, save that of avoiding the usual routine moves.

5 PxP      .....

But here, White should play instead, to compel Black to exchange pawns, and thus maintain the center. 5 P-K3 together with Q-Kt3, exerting pressure on the queen's pawn, would eventually attain this objective. After the exchange, Black obtains a good post for his QKt at B3, and has no difficulty in developing his pieces.

5 .....	PxP
6 B-B4	B-Kt2
7 P-KR3	.....

To safeguard the bishop against an attack by Kt-R4, by creating a retreat at R2.

7 .....	O-O
8 P-K3	Q-Kt3
9 Q-B2	.....

Q-Q2 is preferable as the text exposes the queen to an attack by B-B4 or the eventual Kt-QKt5,

9 .....	Kt-QB3
10 B-QKt5	.....

At best, this move leads to an exchange of a bishop for a knight, which is decidedly unfavorable. Instead, 10 B-K2 followed by O-O and KR-B, would still maintain equality.

10 .....	Kt-K5
11 BxKt	.....

It would still be wiser here to retreat the bishop to K2, even at the expense of time.

11 .....	QxB
12 R-QB	KtxKt
13 QxKt	Q-R3

Now the absence of the white bishop is felt. White cannot castle.

14 Q-Kt3	.....
----------	-------

Q-R3 at once offered better chances. Then would follow 14 ... QxQ; 15 PxQ, B-B4; 16 K-Q2, (if R-B7 then R-B), with fair prospects.

14 .....	B-B4
15 Q-R3	KR-B!
16 K-Q2	.....

Not 16 QxQ, RxRch; 17 K-Q2, R-B7ch, etc.

16 .....	Q-Kt4
17 Kt-R4	.....

It is difficult to discover a promising continuation for White.

17 .....	B-Q2
18 P-KKt4	P-Kt4!

This is the beginning of a combination to force the entry of Black's KB into the game, which hastily decides the issue.

19 BxP	P-B3
20 B-B4	P-K4
21 PxP	PxP
22 B-R2	B-B

The point of Black's 18th move.

23 Q-Kt3	B-Kt5ch
24 K-Q	Q-R4!
25 Q-Q3	.....

White had no alternative. If 25 K-K2, then B-R5 followed by B-Kt4, wins the queen.

25 .....	RxRch
26 KxR	QxP
27 BxP	R-Bch
28 B-B3	B-R5
29 Resigns.	



## Game No. 58

## QUEEN'S INDIAN DEFENSE

New York, 1933

(Notes by I. A. Horowitz)

**R. Levenstein**      **Reuben Fine**  
 White                      Black

1 P—QB4                  P—K3  
 2 Kt—KB3                Kt—KB3  
 3 P—KKt3                P—QKt3  
 4 B—Kt2                  B—Kt2  
 5 O—O                    B—K2

Or ... P-B4; 6 P-Q4, PxP; 7 KtxP, BxB; 8 KxB, Kt-B3; 9 Kt-KB3, Q-B; 10 P-K4, with a satisfactory game.

6 P—Q4                  O—O  
 7 Kt—B3                P—Q3  
 8 Q—B2                  QKt—Q2  
 9 P—K4                  P—K4

An alternative is 9 ... P-B4, but after 10 R-Q, White still maintains the upper hand.

10 P—QKt3               P—B3  
 11 B—Kt2                Q—B2  
 12 QR—Q                P—QKt4  
 13 P—KR3                .....

Preventing Kt-Kt5 after the threat of 14 P-B5, PxBP; 15 PxKP!

13 .....                PxBP  
 14 KtPxP                B—R3  
 15 Kt—K2                KR—K  
 16 KR—K                B—KB  
 17 P—B5!                .....

The break properly timed! Black cannot avoid a weak pawn.

17 .....                PxQP  
 18 PxP                  RxP  
 19 Kt(K2)xP              B—Kt5  
 20 R—K3                .....

If 20 KtxP, QR-B; 21 KtxB, QxQ; 22 KtxQ, RxKt; with fair counter chances.

20 .....                B—B4  
 21 Kt—R4                B—Kt3  
 22 R—QB3                P—B4  
 23 Kt(Q4)—B5            QR—Q  
 24 Kt—Q6                R—K3  
 25 Kt(R4)—B5            Kt—Kt

Black's position is so cramped that a promising continuation does not suggest itself.

26 P—K5                .....

The sacrifice of the pawn is of doubtful merit. Instead 26 R-R3 threatening P-K5 would retain the bind on the position.

26 .....                RxP  
 27 R—K3                R—K3

But here, Black does not offer the greatest resistance. RxR followed by QKt-Q2 would hold out for quite some time.

28 BxKt                  PxB  
 If 28 ... RxB; 29 Kt-K8, winning the exchange.  
 29 R—K4                Kt—B3  
 30 Q—Q2                QxKt  
 31 Q—R6!                .....

There is no defense to mate.

31 .....                Q—B  
 32 R(Q)xR                Resigns.

\* \* \*

## Game No. 59

## QUEEN'S GAMBIT

New York, 1933

(Notes by I. A. Horowitz)

**A. W. Dake**              **R. Willman**  
 White                      Black

1 P—Q4                  Kt—KB3  
 2 P—QB4                P—K3  
 3 Kt—KB3                P—QKt3  
 4 P—KKt3                B—Kt2  
 5 B—Kt2                B—Kt5ch  
 6 B—Q2                .....

On 6 QKt-Q2, O-O; 7 P-QR3, B-K2; 8 O-O, P-Q4; 9 P-QKt4, P-B4; 10 KtPxP, KtPxP; 11 QPxP, BxP; with a good game.

6 .....                BxBch  
 7 QxB                  P—Q3  
 8 O—O                QKt—Q2  
 9 Q—B2                .....

Kt-B3 would permit 9 ... Kt-K5 with the subsequent exchange of knights, and tends to simplify. After the text, Kt-K5 could be met with 10 R-Q followed by KKt-Q2, still maintaining the upper hand.

9 .....                O—O  
 10 Kt—B3                P—B4  
 11 QR—Q                Q—K2  
 12 P—K4                P—K4

Forcing White to declare himself in the center.

13 P—Q5                .....



Instead, 13 PxKP, PxP; 14 Kt-Q5, KtxKt; 15 KPxKt, (or BPxKt) would lead to a satisfactory game.

13	.....	Kt—K
14	B—R3	P—Kt3
15	Kt—KR4	Kt—Kt2
16	QR—K	B—B
17	Kt—Q	Kt—B3
18	BxB	QRxB
19	Kt—Kt2	QR—K
20	Kt—B3	.....

Originally White had intended to bring the Queen's Knight to K3, but now he plans to break with P-KB4, requiring additional defense for the King pawn.

20	.....	Kt(B3)—R4
21	P—B4	PxP
22	PxP	P—B3
23	R—K3	Q—Q2
24	QR—K	R—K2
25	Q—Q	KR—K
26	R(K)—K2	Q—B2
27	Q—K	P—QR3
28	P—QR4	Q—Kt

Black must now mark time and trust that the eventual break at K5 will be unsound.

29	Q—B2	Q—B
30	K—R	R—B
31	R—K	Q—K
32	Q—K2	Q—Q2
33	P—K5	.....

At last the break, but it is yet too soon. Instead White should have first safeguarded his queen's wing with P-QKt3 and manouevered his QKt to Q3 or KKt4. Then the break would assume greater strength.

33	.....	BPxP
34	PxP	PxP
35	RxP	.....

White has now gained a protected passed pawn, coupled with control of the King's file. On the other hand, he has sacrificed some important squares for the black knights (KB4, KB5 and Q5), and also control of the King's bishop file. Because the White King is more exposed than the Black King, the issue should be decided in Black's favor.

35	.....	R(K2)—B2
36	Kt—K4	Q—R6

Kt-B4 at once, followed by Kt-Q5 leaves Black with an overwhelming attack.

37	K—Kt	Kt—B4
38	Kt—Kt5	Kt—Q5

A blunder, but the exchange was lost in any event.

39	KtxQ	Resigns.
----	------	----------

\* \* \*

Game No. 60

SICILIAN DEFENSE

(Notes by I. A. Horowitz)

Metropolitan Chess League

<b>E. Schwartz</b>	<b>Silverman</b>
Manhattan C. C.	Caissa C. C.

White

Black

1	P—K4	P—QB4
2	Kt—KB3	Kt—KB3

2 ... Kt-QB3 is generally played here. The text permits 3 P-K5 followed by P-QB4, driving the knight to the queen's side, where it is misplaced.

3	Kt—B3	P—Q4
4	PxP	KtxP
5	P—Q4	KtxKt
6	PxKt	P—K3

If instead 6 ... B-B4; 7 B-Kt5ch to be followed by Kt-K5 and Q-B3, with the better position.

7	B—Q3	Kt—B3
---	------	-------

Better here is Kt-Q2 and KB3, bringing the knight over for the defense of the king.

8	O—O	P—QKt3
---	-----	--------

Black should play B-K2 and O-O, bringing his king to safety, and then proceed with his further development.

9	B—QKt5	B—Kt2
---	--------	-------

B-Q2 was not much better, for then White would continue with P-Q5, opening the position and developing an attack.

10	Kt—K5	R—B
11	Q—B3	Q—B2
12	P—Q5!	QxKt

If PxP; 13 R-K and Black has no adequate reply.

13	PxKt	B—R
14	B—KB4	Q—Q4
15	QxQ	PxQ
16	KR—Kch	B—K2

If here K-Q, 17 P-B7ch followed by R-K8 mate.

17	B—Q6	Resigns.
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Game No. 61

RETI OPENING

New York, 1933

(Notes by F. Reinfeld)

**R. Willman**      **M. D. Hassialis**

White

Black

1 Kt—KB3

Kt—KB3

2 P—B4

P—B3

3 P—KKt3

P—Q4

4 Q—B2

.....

This move has the psychological merit of avoiding the so-called London system (... B-B4, etc.) It was first played by Dr. Tartakower against Thomas (London, 1927) with the following continuation; 4 ... P-KKt3; 5 B-Kt2, B-Kt2; 6 O-O B-B4; 7 P-Q3, O-O; 8 QKt-Q2, Kt-R3; 9 R-Kt, R-B; 10 P-QKt4! P-QKt4; 11 P-K4!

4 .....

QKt—Q2

5 P—Q4

.....

To stop ... P-K4

5 .....

P—K3

6 B—Kt2

B—Kt5ch

This turns out badly. A preferable alternative seems 6 ... B-Q3; 7 QKt-Q2 (if 7 O-O, PxP, followed by ... P-K4), P-B4! with very good chances, for example 8 PxQP, KtxP; 9 P-K4? Kt-Kt5 followed by ... PxP with advantage.

7 QKt—Q2

Kt—K5?

Black neglects his development. Relatively best was ... O-O.

8 O—O

P—KB4?

A further loss of time and a further weakening of the position. But if Black plays ... KtxKt, White is left with a much freer game and a considerable lead in development.

9 KtxKt

PPxKt

10 Kt—Kt5!

Kt—B3

11 P—B3

.....

The opening of the file must be decisive.

11 .....

P—KR3

12 PxKP!

.....

In return for the piece, White gets two pawns and (what is more important) a lasting attack on the KB file.

12 .....

PxKt

13 P—K5

Kt—K5

The only way to prolong the game was to return the proffered piece by 13 ... O-O; 14 BxKtP, B-K2; 15 PxKt, etc.

14 BxKt

PxB

15 QxP

R—B

This loses very quickly. An interesting finish would result from 15 ... R-R3; 16 Q-B3! K-Q2 (the alternatives are 16 ... QxPch; 17 B-K3, Q-Q2; 18 QR-Q, Q-K2; 19 BxKtP, etc., or 16 ... Q-K2; 17 P-KR4, R-R; 18 BxP, Q-Q2; 19 QR-Q followed by P-Q5); 17 Q-B7ch, Q-K2; 18 BxP, QxQ; 19 RxQch, K-K; 20 RxKKtP and wins.

16 Q—Kt6ch

K—Q2

17 BxP

B—K2

18 RxR

QxR

19 R—KB

Resigns.

\* \* \*

Game No. 62

FRENCH DEFENSE

New York, 1933

(Notes by I. A. Horowitz)

**N. Beckhardt**      **A. C. Simonson**

White

Black

1 P—K4

P—K3

2 P—Q4

P—Q4

3 PxP

PxP

4 B—Q3

Kt—KB3

5 Kt—KB3

B—KKt5

6 O—O

B—K2

7 P—KR3

B—R4

8 B—KB4

O—O

9 R—K

.....

9 QKt-Q2 followed by P-B3 and Q-B2 is more usual here.

9 .....

P—B4

10 P—B3

.....

Instead if 10 PxP, BxP, Black's free development compensates for his isolated Queen's pawn.

10 .....

Kt—B3

11 PxP

BxP

12 QKt—Q2

Q—Kt3

13 B—K3

P—Q5

13 ... BxB; 14 RxB, QxP; 15 R-Kt, QxRP (not 15 ... QxBP; 16 BxPch winning the queen); might have safely been ventured. After the text, White could continue with 14 PxP, KtxP; 15 P-KKt4, KtxKtch; 16 QxKt, B-Kt3; 17 BxB, RPxB; 18 Kt-B4 with an even game.

14 Kt—B4?

.....

But this is a blunder. White apparently overlooks that Black will get a rook and two minor pieces for the queen.



14 ..... PxB  
 15 KtxQ PxPch  
 16 K—R PxR(Q)ch  
 17 QxQ BxKt(Kt6)  
 18 Q—R4? .....

Although the preponderance of material must eventually be brought to account in Black's favor, nevertheless strong defensive measures would make the win difficult. 18 Q-Kt3 was indicated.

18 ..... BxKt  
 19 PxB .....

Now White is not only behind in material, but his king pawns are weak.

19 ..... QR—Q  
 20 B—Kt5 R—Q7  
 21 P—Kt4 KR—Q  
 22 P—R4 Kt—K4  
 23 Q—KB4 Kt—Kt3  
 24 Q—Kt3 Kt—R4  
 25 Q—Kt4 Kt(Kt3)—B5  
 26 R—K P—B4  
 27 B—B4ch K—R  
 28 Q—Kt5 P—KR3

Forcing the queen off the knight file, followed by Kt-Kt6 mate.

29 Resigns.

\* \* \*

### Game No. 63

*Played in the Championship Tournament of the Cercle de la Rive Gauche (Paris); 1933.*

#### BLUMENFELD COUNTER GAMBIT

(Notes by Fred Reinfeld)

<b>Delannoy</b>	<b>S. Bernstein</b>
White	Black
1 P—Q4	Kt—KB3
2 Kt—KB3	P—K3
3 P—B4	P—B4
4 P—Q5	P—QKt4

This defense became very popular after Alekhine's brilliant victory over Tarrasch (Pistyan 1922), but is rarely played nowadays.

5 B—Kt5! Q—R4ch

Black's best line is 5 ... KPxP; 6 PxQP, P-KR3.

6 QKt—Q2 .....

Still better is 6 Q-Q2, QxQch; 7 QKtxQ, KtPxP; 8 BxKt, PxB; 9 P-K4, P-B4; 10 BxP, B-QKt2; 11 O-O, etc. (Grunfeld-Rabinowitsch, Moscow, 1925).

6 ..... KtPxP  
 7 BxKt PxB  
 8 P—K4 P—B6

Black has a difficult game in any event, so he decides to retain his extra pawn as partial compensation.

9 PxP(B3) QxBP  
 10 R—B Q—R4  
 11 B—B4 .....

White's enormous lead in development more than makes up for the pawn.

11 ..... B—QR3

Relatively better was ... B-KR3 followed by ... O-O, though it is clear that such a course would not be without its dangers.

12 O—O Q—B2  
 13 PxP! BPxP

Forecd; if 13 ... QPxP; 14 BxB (but not 14 Q-R4ch, Q-Q2) followed by Q-R4ch wins a piece.

14 Kt—Q4! BxB

The alternatives are (1) 14 ... PxKt; 15 BxB and wins, or (2) 14 ... Q-K4; 15 Kt-Kt5 (BxB is also good), BxKt; 16 BxB, B-K2; 17 Kt-B4, Q-Kt4 (17 ... Q-Q5; 18 Q-R5ch followed by QR-Q or KR-Q according to circumstances); 18 Kt-Q6ch, BxKt; 19 QxB, Q-K4; 20 QxQ, PxQ; 21 RxP with advantage.

15 Q—R5ch K—Q

Better was 15 ... K-K2; 16 RxB (16 KtxB is inadequate because of ... PxKt; 17 P-K5, Kt-B3; but not 17 ... PxP?; 18 KtxP and wins), Q-K4; 17 QxQ, PxQ; 18 Kt-Kt5, Kt-R3!; 19 R-R4, Kt-Kt5!

16 RxB Q—K4  
 17 Q—B7! .....

But at this point 17 QxQ, PxQ; 18 Kt-Kt5 is not so strong — Black having gained an all important tempo in the meantime.

17 ..... B—K2  
 If ... PxKt? 18 P-B4!  
 18 Kt(Q2)—B3 QxP  
 19 RxP?! .....

Bernstein points out that White missed a win here by 19 R-Q!, PxKt; 20 KtxP, Q-Q4; 21 KtxPch, PxKt; 22 RxQch, PxR; 23 QxPch etc.

19 ..... R—B  
 20 R—B8ch KxR  
 21 QxB R—Kt  
 22 R—Bch Kt—B3  
 23 KtxKt PxKt  
 24 Q—Q6 R—Kt!!  
 25 Resigns.



A remarkable finish: after all their queer peregrinations, Black's pieces have suddenly become well-placed, so that after 25 RXPch, K-Kt2, 26 R-B7ch, K-R; there is no defence against the threats of ... QxKt and ... R-Kt8ch.

\* \* \*

Game No. 64  
CARO-KANN DEFENSE  
(Notes by A. Becker)

H. Kmoch                      S. Rubinstein

White	Black
1 P-K4	P-QB3
2 P-QB4	.....

Of late this method of meeting the Caro-Kann has become extremely popular—a circumstance which may be traced back to the fact that it is directed against the underlying idea of the defense. When playing 1 ... P-QB3, Black is aiming at a quiet positional game, whereas White's reply forces him willy-nilly into a more risky, combinative type of game. Whether White does this with the text-move or by 2 P-Q4, P-Q4: 3 PxP, PxP; 4 P-QB4! is after all immaterial.

2 .....	P-Q4
3 KPXP	PxP
4 PxP	QxP

Likewise after 4 ... Kt-KB3; 5 B-Kt5ch, B-Q2; 6 B-B4 (L. Steiner-Müller, Budapest, 1932). Black has a difficult game.

5 Kt-QB3	Q-Q
----------	-----

Here Black has a choice between the text-move, which leads to positions similar to the Queen's Gambit accepted, or 5 ... Q-QR4, transposing into a sort of Center Counter Gambit. It is difficult to decide which of these continuations is preferable.

6 P-Q4	Kt-KB3
7 B-QB4	P-K3

Black can hardly avoid shutting in his QB; if 7 ... P-KKt3; 8 Q-Kt3, or 7 ... Kt-B3; 8 Kt-B3, B-Kt5; 9 P-Q5! Kt-K4? 10 KtxKt! BxQ; 11 B-QKt5ch, etc.

8 Kt-B3	B-K2
9 O-O	O-O
10 Q-K2	Kt-B3
11 R-Q	Kt-QKt5
12 B-KKt5	R-K

This move indicates that Black is somewhat uncertain as to how he should continue. At this point it was essential for him to complete his development with ... B-Q2 and ... R-B.

13 QR-B	QKt-Q4
14 Kt-K5	KtxKt?

A grave error of judgement, which allows White to command his Q5 with a Pawn (see White's 20th move).

15 PxKt!	Kt-Q4
16 B-Q2	B-Q3
17 Q-R5	Q-B2
18 B-Q3	P-KKt3

On 18 ... P-KR3 White can simply reply 19 R-K, or perhaps even 19 BxP.

19 Q-R4!	.....
----------	-------

This fine move begins a whole series of sacrificial moves.

19 .....	B-Q2
----------	------

Capturing the Pawn by 19 ... BxKt; 20 PxB, QxKP; 21 P-QB4, Kt-K2; 22 B-B3, Kt-B4 (else 23 Q-B6); 23 BxKt! QxB; 24 Q-K7!! would be fatal.

20 P-QB4	Kt-Kt5
----------	--------

The alternatives are:

I 20 ... Kt-K2; 21 B-Kt5.

II 20 ... B-K2; 21 Q-Kt3, Kt-B3; 22 KtxKtP! QxQ; 23 KtxBch, winning a Pawn.

21 BxKt	BxB
22 KtxBP!	KxKt

The only way of prolonging his resistance was ... R-KB followed by ... B-K. After the text-move Black is simply butchered.

23 QxPch	K-B3
----------	------

Or 23 ... K-B; 24 BxP followed by mate.

24 QxPch	K-K2
25 Q-Kt5ch	K-B

25 ... K-Q3 would lead to 26 Q-K5ch, K-B3; 27 Q-Kt5ch, K-Q3; 28 QxBch, K-B3; 29 B-K4 mate.

26 Q-B6ch	K-Kt
27 B-R7ch!	.....

Making room for the Rook without loss of time. The point of the sacrifice becomes clear after White's 29th move.

27 .....	KxB
28 R-Q3	P-K4

Problemists call this a "valve." Black opens his Bishop's diagonal to KR6, but closes the Queen's diagonal to KKt6.

29 R-KKt3!	B-Kt5
30 RxB	Resigns.

This game received the brilliancy prize. (Translated from the Wiener Schachzeitung by F. Reinfeld).



## Game No. 66

## DUTCH DEFENSE

Vienna, February, 1933.

(Notes by I. Kashdan)

**B. Honlinger****F. Choun**

White

Black

1 P—Q4  
2 P—QB4  
3 Kt—KB3  
4 QKt—Q2

P—Q4  
P—QB3  
P—K3  
P—KB4

is restrains White's advance in the center, but at the same time, the pawn formation is weak.

5 P—KKt3  
6 B—Kt2  
7 O—O  
8 P—K3  
9 P—Kt3

Kt—Q2  
B—Q3  
Q—B3  
Kt—R3  
P—KKt4

So far, the game is very similar with colors reversed, to Rosselli vs. Naegeli, given in this issue, but here, White does not allow the attack to develop, but goes right forward to meet it.

10 P—KR4

PxP

If 10 ... P-Kt5; 11 Kt-K followed by Kt-Q3, and Black has lessened his attacking chances. But not 11 Kt-Kt5 because of Kt-KKt and P-KR3. After the text, White gets some interesting possibilities, as is shown very soon.

11 KtxP

Kt—Kt5

This allows a really brilliant stroke, which Black could hardly be blamed for not noticing.

12 PxP

BPxP

13 P—K4!!

.....

Accurately calculated, and at once throws all the white pieces into the battle.

13 .....

QxP

There is nothing better than to accept the sacrifice. If QPxP; 14 KtxKP, PxKt; 15 QxKt with a convincing position. Or if 14 ... Q-B; 15 KtxBch, QxKt; 16 B-B4, Q-Kt3; 17 P-Q5! is very powerful.

14 Kt—B4

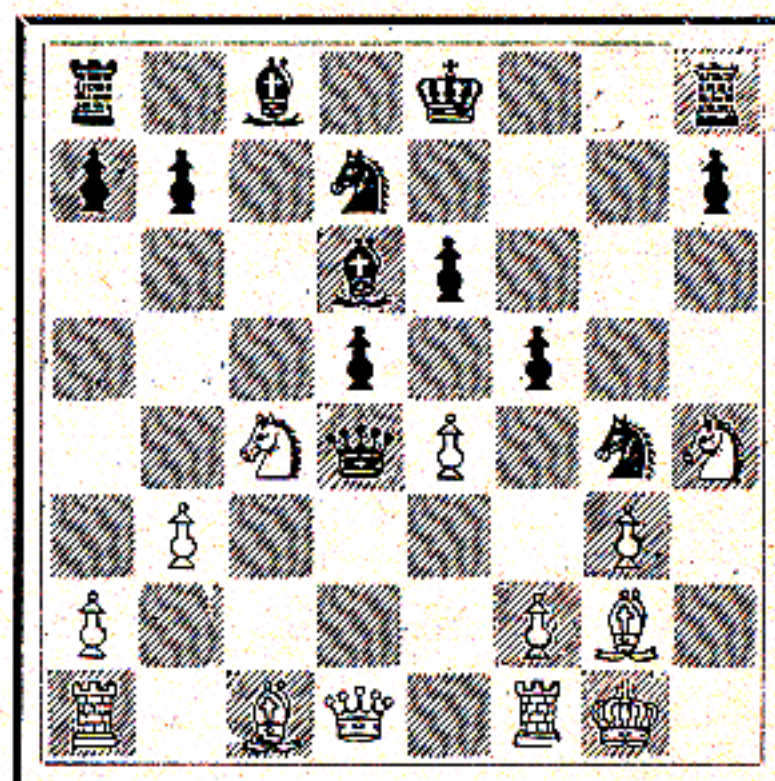
.....

This is the point. The queen and bishop are attacked. If 14 ... QxQ; 15 KtxBch, K-K2; 16 KtxBch followed by RxQ with a piece ahead. If

14 ... QxR; 15 KtxBch, and B-Kt5 or R6ch will win the queen. Also not Q-B4, when B-QR3 wins a piece. Black finds the best reply.

F. CHOUN

Black



White

B. HONLINGER

*Position after White's 14th move*

14 ..... B—B4

15 Kt—Q6ch K—B

Not K-K2 for 16 KtxPch, PxKt; 17 KtxPch wins the queen.

16 QxQ BxQ

17 B—QR3 .....

Even with the queens off, the attack is very strong and justifies the sacrifice of the exchange.

17 ..... K—Kt

If 17 ... BxR; 18 RxB, K-Kt; the continuation might be 19 PxBP, QKt-B3; 20 R-K, PxP; 21 P-B3, Kt-R3; 22 B-Kt2 winning at least a piece. With the text, Black wishes to keep his bishops for the defense, but it proves unavailing.

18 QR—B Kt—Kt3

19 PxQP PxP

20 KtxB RxKt

21 RxRch KtxR

22 BxPch .....

Even stronger was KtxP, threatening BxP mate! as well as KtxB. The text also wins a piece.

22 ..... K—Kt2

23 KtxPch Resigns.

For if 23 ... K-B3; 24 KtxB, K-K4; 25 BxP, and if KxKt; 26 B-Kt2ch wins the rook.



## Game No. 65

## STONEWALL GAME

Florence, March, 1933

(Notes by I. Kashdan)

**S. Rosselli****O. Naegeli**

White

Black

1 P—Q4	P—Q4
2 P—K3	Kt—KB3
3 B—Q3	P—K3
4 Kt—Q2	P—B4
5 P—QB3	QKt—Q2
6 P—KB4	.....

KKt-B3 would be the Colle System in which White plays for an early P-K4. The idea of the text is to hold the square K5, and prepare an advance of the King side pawns.

6 .....	B—K2
7 Q—B3	.....

KKt-B3 and K5, followed by Q-B3, is a more natural continuation.

7 .....	P—QKt3
8 Kt—K2	B—Kt2
9 O—O	O—O
10 P—KKt4	P—Kt3
11 Kt—KKt3	Q—B2
12 P—Kt5	Kt—K
13 P—KR4	Kt—Kt2
14 P—R5	B—Q3
15 Q—Kt4	QR—Q
16 Kt—B3	B—B

Black is having a difficult time. His King side pawns are all blocked, and he must wait till White declares his plan of attack. The text prepares for the next move.

17 Kt—K5	P—B4
----------	------

This frees the game to some extent, although it still leaves weaknesses. If 18 PxP e.p., KtxBP; 19 Q-Kt5, Kt(Kt2)xP, and White has nothing. The tempting sacrifices at Kt6 are unsound.

18 Q—K2	KtxKt
19 QPxKt	B—K2
20 B—Q2	Q—Q2

A better defense was B-Q2, followed by 21 ... PxP; 22 KtxRP, KtxKt; 23 QxKt, B-K and B-Kt3, when the position can be held.

21 R—B2	B—Kt2
22 R—R2	.....

Now White is building up a dangerous attack on the KR file. Black's play on the Queen side is too slow.

22 .....	Q—B3
23 B—Kt5	Q—B
24 R—KB	P—QR3
25 B—Q3	P—Kt4
26 PxP	PxP
27 R—R6	K—B2
28 Q—R2	P—Q5?

This only results in giving White another open file. 28 ... R-R was necessary. The game might have continued 29 Q-R3, QR-Kt; 30 R-B2 (threatening R-R2 to seize possession of the file) RxR; 31 PxR, Kt-K; when the position could be held, though it would still require careful defense on Black's part.

29 BPxP	PxP
30 P—K4!	.....

Much better than exchanging pawns. Black's pieces are still shut in.

30 .....	R—R
31 R—B	Q—Kt
32 B—R5	.....

Even the previously dormant piece comes to life, due to Black's 28 ... P-Q5.

32 .....	R—QB
----------	------

This loses quickly, because of the following pretty sacrifice. But if 32 ... QR-K; 33 R-B7 (threatening 34 RxR, RxR; 35 RxQB!), B-R; 34 B-B2! threatening 35 PxP, KPxp; 36 B-Kt3ch will win.

33 QRxR	RxR
34 RxP!	.....

A fine conception. White will win the Knight for the Rook and all the King side pawns in addition, remaining with an overwhelming position.

34 .....	KxR
35 Q—R6ch	K—B2
36 P—Kt6ch	K—K
37 QxKt	R—B8ch
38 K—B2	K—Q2

He has no time for PxP, for 39 Q-Kt8ch would win the Queen.

39 PxP	Q—KB
40 P—B6	QxQ
41 PxQ	R—B
42 P—B5!	B—Kt4
43 P—B6	B—R3
44 Kt—B5	Resigns.

A pretty finish. Of course, if PxKt; 45 BxPch and BxR follows. Otherwise P-B7, and the pawns cannot be stopped.



# RECENT GAMES OF LAJOS STEINER

We take pleasure in presenting to our readers this month, two games, played and annotated by the famous Austrian Master Lajos Steiner, in the tournament just completed, at Budapest.

\* \* \*

Budapest, 1933

(Notes by Lajos Steiner)

**E. Eliskases**

**L. Steiner**

White

Black

1 P—QB4

Kt—KB3

2 Kt—QB3

P—K4

3 Kt—B3

Kt—B3

4 P—K3

B—Kt5

5 Kt—Q5

.....

This aggressive looking move is of no advantage to White. On the contrary, Black frees his position and has attacking possibilities. 5 P—Q4 seems to be more natural.

5 .....

P—K5

The right answer is about forced, since 5 .... KtxKt is refuted by 6 PxKt, Kt—K2; 7 Q—Kt3 with the better game. Also, 5 ... P—QR4 is not satisfactory either because of 6 P—QR3, B—B4; 7 P—Q4, PxP; 8 PxP, B—R2; 9 Q—K2ch, etc.

6 KtxB

KtxKt

White would have obtained a very strong center if 6 ... PxKt; 7 KtxKt, PxP.

7 Kt—Q4

O—O

8 B—K2

.....

P—QR3 should have been played immediately. Then would follow 8 ... Kt—Q6ch; 9 BxKt, PxP; 10 Q—Kt3, P—B4; 11 Kt—B3, P—Q4; 12 QxQP, B—K3; 13 PxP, KtxP; 14 O—O, P—B5 and White, altho a pawn ahead, is in difficulty on the queen's side.

It is also bad to play 8 P—Q3, as after 8 ... P—Q4; 9 P—QR3, KtxPch; 10 BxKt, PxP; 11 QxP, P—B4; 12 Kt—B3, PxP; 13 QxP, B—B4, etc.

8 .....

P—Q4

9 P—QR3

Kt—Q6ch

10 BxKt

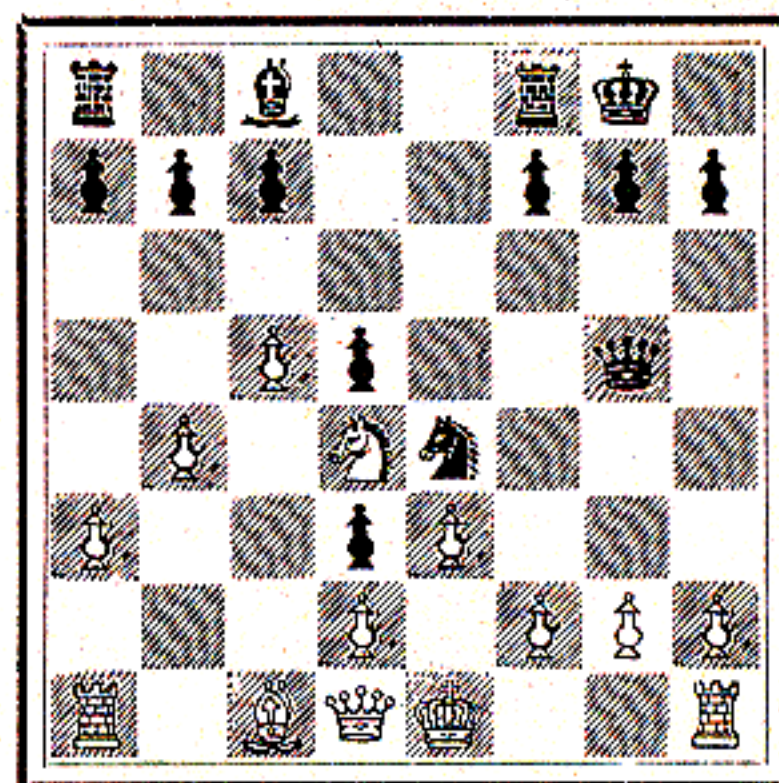
PxB

11 P—B5

Kt—K5

12 P—QKt4

Q—Kt4



13 P—Kt3

.....

This is about forced, as 13 O—O is answered by B—Kt5; 14 Kt—B3 (if 14 P—B3, B—R6), Q—B3; 15 R—Kt, Kt—Kt4, etc. And after 13 Q—B3, P—QR4; 14 B—Kt2, PxP; 15 PxP, RxRch; 16 BxR, B—Kt5; 17 Q—B4, R—R; 18 O—O, QxQ, 19 PxQ, KtxQP, etc.

13 .....

B—R6

14 P—B3

.....

If 14 Q—Kt3, Q—R3; 15 QxP(Q6), B—Kt7; 16 R—Kt, QxRP; 17 Kt—K2, KtxBP!, etc.

14 .....

P—B4!

White is helpless against this sacrificial attack, initiated by the former bishop move. 15 Kt—K6 is easily refuted by 15 ... Q—R3; 16 KtxR, B—Kt7, etc. And after 15 PxKt, BPxP, the mating attack on the Bishop file is irresistible.

15 Q—Kt3

P—B5!!

16 KPxP

.....

It is interesting to note that by capturing with any of the other pawns, a different mating position arises, e.g. 16 KtPxP, Q—R5ch; 17 K—Q Kt—B7ch, etc.; or if 16 PxKt, PxKtP; 17 QxPch, QxQ; 18 PxQ, P—Kt7, etc.

16 .....

QR—K!

17 PxQ

KtxBPch

18 K—Q

.....

If 18 K—B2, KtxQ; 19 KtxKt, R—K7ch; 20 K—Kt, RxBP and White is helpless.

18 .....

KtxQ

19 KtxKt

B—Kt7

20 Kt—Q4

BxR

21 P—B4

R—K5

22 B—Kt2

KR—K

23 Resigns.



Budapest, 1933

(Notes by Lajos Steiner)

**L. Steiner      Esteban Canal**

White

Black

1 P-K4      P-QB3

2 P-QB4      .....

The possibilities of this move are not as yet disclosed. Though suffering defeat in my last encounters with Flohr and Canal, I still am inclined favorably towards the variation.

2 .....      P-Q4

3 BPxP      PxP

4 PxP      Kt-KB3

Previously in an identical position, Flohr played 4 ... P-QR3 against me, which proved to be a waste of time, for after 5 Q-Kt3, Kt-KB3; 6 Kt-QB3, QKt-Q2; 7 B-K2, P-KKt3 (7 ... Kt-B4 would have been better); 8 P-Q4, B-Kt2; 9 B-B3, O-O; 10 Kt-K2, etc., and White temporarily retains his pawn with advantage in the center.

5 Q-R4ch      .....

Better than 5 B-Kt5ch, for after 5 ... QKt-Q2, White will lose time placing his bishop on a better square.

5 .....      QKt-Q2

6 Kt-QB3      P-KKt3

7 P-KKt4      .....

A little too aggressive, but b/ no means a wrong continuation. Its aim is to attack the knight at KB3 and at the same time to provide a good square for the white bishop at KKt2. White now commits himself to an aggressive policy, and must continue cautiously. Therefore 7 P-KKt3 would have been safer.

7 .....      P-KR3

8 B-Kt2      B-Kt2

9 P-R4      K-B!

Properly played! Black realizes that White will eventually play P-KKt5, opening the rook file. He therefore plans an exchange of rooks.

10 P-Kt5      PxP

11 PxP      RxR

12 BxR      Kt-R4

13 P-Q4      Kt-Kt3

14 Q-Kt4      .....

Better than 14 Q-Q, P-K3; 15 PxP, QBxP; 16 B-K3, Kt-QB5, etc.

14 .....      P-R4

15 Q-B5      B-B4

16 KKt-K2      .....

Correct was 16 B-K3, P-R5; 17 Q-Kt4, R-B; 18 P-Kt3! and White still retains the upper hand.

16 .....      B-Q6!

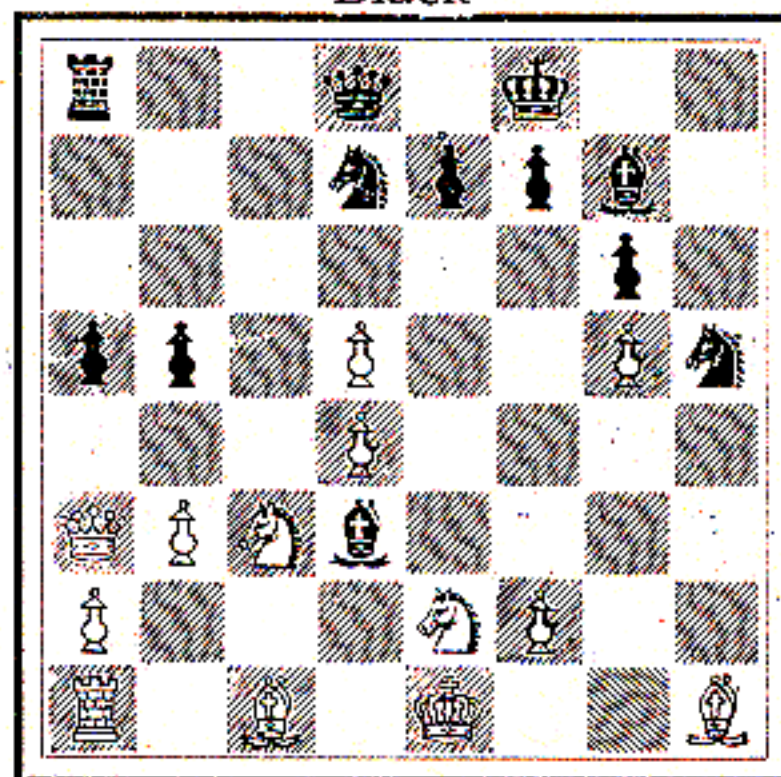
17 P-Kt3      .....

Forced, as Kt-QB5 followed by R-B is threatened.

17 .....      Kt-Q2

18 Q-R3      P-Kt4

Black



White

19 P-Kt4      .....

White plays to win the exchange by the eventual P-Q6, ignoring the important square QB4 for the black knight. Instead 19 Q-Kt2, Kt-Kt3; 20 Q-Q2, BxKt; 21 KtxB, KtxP; 22 B-Kt2, etc., and the game was still playable.

19 .....      P-R5

20 P-Q6      PxP!

The only move, but good enough. A great mistake would have been 20 ... R-B because of 21 Kt-Q5!, etc., or 20 ... Kt-Kt3 for the same reason.

21 BxR      QxB

22 B-K3      Kt-Kt3

22 ... Q-R8ch; 23 K-Q2, QxR; 24 KxB would have been to White's advantage, as the pawn on Kt4 could hardly be saved.

23 P-Q5      Kt-QB5

24 Q-B      Q-B!

25 Q-Q      Q-R6

26 QxB      Q-R8ch

27 Kt-Kt      QxKtch

28 K-K2      QxR

29 KtxKtP      QxPch

30 K-B      Q-Kt6

31 Q-K2      P-R6

32 B-Q4      Q-Kt8ch

33 Resigns.



# FANTASY IN CHESS

By Dr. S. G. Tartakower

**EDITOR'S NOTE:** *This article, on the "Fantasy Variation" (3P-KB3), of the Caro-Kann Defense, is a special contribution to The Chess Review. Dr. Tartakower, besides being one of the leading exponents of the game, is the author of numerous books and pamphlets, and an outstanding authority on opening theory. We continue from the May issue, after 1 P-K4, P-QB3; 2 P-Q4, P-Q4; 3 P-KB3.*

\* \* \*

## PART II

### BLACK WITHHOLDS DECISIVE ACTION IN THE CENTER

3 . . . . . P-K3

**I**N this variation, White must choose the most precise of many possible variations, in order to be able adequately, to counteract Black's play, e.g. 4 P-KKt3 is not satisfactory because of P-QB4; 5 P-B3, Kt-QB3; etc. (Match game, Tenner vs. Samisch, Berlin, 1921).

Or after 4 B-Q3, not PxP; 5 PxP! (5 BxP?, P-KB4; 6 B-Q3, QxP, etc.) QxP; 6 Kt-KB3, Q-Kt3, etc., but rather (as in a game Spielman vs. Nimzovitch, San Sebastián, 1912), 4 . . . P-QB4; 5 P-B3, Kt-QB3; 6 Kt-K2, Q-Kt3, etc., with a good position.

Also, after 4 Kt-QB3, there follows the liberating move 4 . . . P-QB4 as given in Lasker's "Lehrbuche," followed by 5 PxQP, KPxP; 6 PxP, P-Q5; 7 Kt-K4, BxP! 8 KtxB, Q-R4ch; 9 B-Q2, QxKt; 10 B-Q3, Kt-KB3; 11 Kt-K2, O-O; 12 O-O, Kt-B3; etc., to Black's advantage.

### S. R. Wolf—H. Muller

*Played in Vienna, 1931*

After 4 B-KB4, Q-Kt3; 5 P-QKt3, Kt-B3; 6 P-K5, KKt-Q2; 7 Kt-K2, P-QB4; 8 P-B3, Kt-QB3; 9 P-QR3, P-QR4 and Black has built up an excellent position for counterplay.

4 B-K3 . . . . .

This seems to be the most effective continuation because White exercises control on both flanks. Let us examine Black's possible replies.

### Variation A

4 . . . . . PxP

5 Kt-Q2! . . . . .

It is clear that White not only wishes to, but is compelled to offer a pawn sacrifice since 5 PxP would look embarrassing because of Q-R5ch and QxKP.

5 . . . . . PxP

Black wants to be convinced that the pawn sacrifice is decisive. In a Match game, Spielmann - Tartakower, Vienna, 1913, the following continuation occurred; 5 . . . Kt-B3; 6 PxP, P-K4 (an attempt to free himself); 7 PxKP, Kt-Kt5; 8 Q-K2! KtxKP; 9 KKt-B3, B-KKt5; 10 Q-B2! and White's superior development begins to tell.

6 KKtxP . . . . .

Although at first glance, 6 QxP seems a bit artificial, it is actually full of promise.

6 . . . . . Kt-B3

7 B-Q3 P-QKt3

This plan deprives Black of too much time. It would probably have been better to play 7 . . . QKt-Q2 followed by P-B4. If 7 . . . B-Q3, (as in a correspondence game between Baturcuskys-Toloz, 1932), 8 O-O, Q-B2; 9 Kt-B4, B-K2 (or I would suggest 9 . . . QKt-Q2; 10 KKt-K5, etc., with advantage for White); 10 Kt-Kt5 and White threatens at all points.

Regarding the other possibilities, see the following two games.



**Hasenfuss—Luckis***Played at Riga, 1931*

7 ... B-K2; 8 O-O; O-O; 9 Kt-K5, QKt-Q2; 10 QKt-B3, P-B4; 11 Kt-Kt5, PxP (If 11 ... P-KR3; 12 Kt(Kt5)xBP); 12 KtxKt, QxKt; 13 RxKt, P-KR3; (both PxR or BxR would also lose); 14 B-R7ch, K-R; 15 KtxBPch, RxKt; (if KxB; 16 Q-Q3ch, K-Kt; 17 RxRP!!); 16 RxR, and Black resigned.

**Boros—Korody***Played at Budapest, 1932*

7 ... Kt-Q4; 8 Q-K2, Kt-Q2; 9 O-O, B-K2; 10 Kt-K4, O-O; 11 QR-K, P-KB3; 12 B-B, R-K; 13 Kt(K4)-Kt5, Kt-B (If PxKt; 14 QxPch, K-R; 15 KtxP, etc.); 14 Kt-K5!!, PxKt(Kt5); 15 Q-R5, B-B3; 16 BxPch and mate in two moves.

8 Q-K2                      B-Q3

More cautious would have been 8 ... B-K2.

9 O-O                      .....

More forceful than 9 O-O-O, since the pressure is now exerted on the bishop file becomes effective immediately.

9 .....                      QKt-Q2

10 Kt-B4                      B-B2

11 QKt-K5                      B-Kt2

In a game between Tartakower and Weenick, Liege, 1930, the following occurred: 12 KtxKBP!!, KxKt; 13 Kt-Kt5ch, K-K2; 14 KtxKP!! and White forced a victory thru further pyrotechnics.

**Variation B**

4 .....                      Kt-B3

Recommended by Kmoch, for the purpose of leading into a kind of French Defense by 5 P-K5, KKt-Q2, etc.

5 Kt-B3                      .....

Operations on the queen's wing are envisaged! After 5 B-Q3, PxP; 6 PxP, KtxP; 7 Kt-KB3, etc., would be rich in possibilities for White. 5 ... P-B4 led to a keen struggle (8th match game, Tarta-

kower-Sultan Khan, Semmering, 1931). Perhaps even more in point is a game (Tartakower-Kmoch, Giessen, 1928) in which 5 ... Q-Kt3 was played, with the idea of a counter attack.

5 .....                      B-Kt5

5 ... Q-Kt3 could be met by 6 Q-Q2, after which QxKtP would be perilous, and by which 6 ... P-B4 is prevented. White meanwhile could rapidly move to castle queen's rook.

Instead, if Black continues 5 ... PxP; 6 PxP, B-Kt5; 7 Q-B3 (of course not 7 B-Q3 on account of 7 ... KtxP!; 8 BxKt, Q-R5ch! and White has lost a pawn without compensation); 7 ... Q-R4, Black should not attain complete freedom, as in a game (Alexander-Golombek, London, 1932) wherein 8 Kt-K2, P-K4! (threatening 9 ... B-Kt5); 9 P-KR3, B-K3, etc., was played, but rather after 8 B-Q2, P-K4; 9 PxP, QxP; 10 B-Q3, O-O; 11 Q-K2 followed by 12 Kt-B3 should result with considerable advantage for White in development.

6 P-K5                      KKt-Q2

7 P-B4                      P-QB4

Notice that both sides, in carrying out their plans, each lost a tempo, to advance their bishop's pawns. But Black's position remains cramped withal.

8 Kt-B3                      Kt-QB3

9 P-QR3                      PxP

10 KtxP                      B-B4

11 Q-Q2                      P-QR3

12 Q-B2                      .....

A strategically clever regrouping!

12 .....                      Q-R4

13 Kt-Kt3                      BxB

14 QxB                      Q-Kt3

15 QxQ                      KtxQ

16 O-O-O                      .....

And White's position is favorable. (Kostitch-Pirc, Bled, 1931).

**Variation C**

4 .....                      Kt-Q2

In order, if possible, to ultimately play



P-QB4 (compare the game Tartakower-Duchamp, Paris, 1930):

5 Kt-B3! Kt-K2

Consistent but awkward.

6 B-Q3 Kt-KKt3

7 KKt-K2 .....

And White's concentration of forces is clearly superior.

### Variation D

4 ..... Q-Kt3

Perhaps the most consistent continuation for Black.

5 B-Q3! .....

In Gambit-fashion. After Kt-Q2, the aggressive 5 ... QxKtP was hardly playable because of 6 B-Q3, etc.

A quiet variation would be 5 Q-B (Boros-Jakab, Budapest, 1932), 5 ... Kt-B3; 6 P-K5, KKt-Q2; 7 P-KB4, P-QB4; 8 P-B3, Kt-QB3; 9 Kt-B3, etc., with better chances for White; or 5 ... P-QB4; 6 P-B3, Kt-QB3; 7 PxQP, KPxP; 8 PxP, BxP; 9 BxB, QxB; 10 Q-Kt5 with equal chances.

5 ..... P-QB4

5 ... QxKtP was shown to be too risky (Spielmann-Davidson, Amsterdam, 1932).

6 PxQP KPxP

7 PxP BxP

8 BxB QxB

9 Kt-B3 Kt-K2

9 ... P-Q5 would be followed by 10 Kt-Kt5.

10 Q-Q2 .....

White's position is manifestly superior.

### PART III

In both of the previous sections (I & II), we examined Black's principal replies to the move 3 P-KB3, so rich in possibilities, and thereby revealed White's many practical chances.

To complete the picture, we must however, examine other possible replies.

3 ... P-KKt3 was followed by 4 P-B3,

B-Kt2; 5 P-K5, P-QB4; 6 B-QKt5ch, Kt-QB3; 7 Kt-K2, etc. (Kahn-Romi, Paris, 1930), and White's freedom of space is marked.

3 ... Kt-B3 was followed by 4 P-K5, Kt-Kt; 5 P-KB4 (B-Q3 was better), B-B4; 6 B-Q3, BxB; 7 QxB, Q-R4ch; 8 P-B3, Q-R3 (a queen maneuver introduced by Nimzowitch); 9 Q-B3, P-K3; 10 Kt-K2 and White retained the initiative (Tartakower-Genewsky, Paris, 1930).

White retained pressure in a game (Tartakower-R., Paris, 1932) after 3 ... Kt-Q2; 4 B-Q3, P-K4; 5 P-B3, KKt-B3; 6 Kt-K2, B-Q3; 7 B-KKt5.

After 3 ... Q-B2, a game (Tartakower-Thorsberg, 1932) continued as follows: 4 Kt-B3, P-K3; 5 B-K3 (5 B-Q3 is good too, followed by KKt-K2), 5 ... B-Kt5; 6 Q-Q2, PxP; 7 PxP, Kt-B3; 8 B-Q3 and Black has by no means overcome the difficulties of the opening.

In all of the variations mentioned above, it is clear that White remains master of the situation. That much being evident, the problem suggests itself to find a means of wresting from White, thru sharp counterplay, the initiative otherwise held so securely.

The stratagem sought for, is perhaps found in the gambit: 3 ... P-K4; 4 PxKP, B-QB4; which we recommend to the theoreticians for earnest study.

In any case, we hope that our examination of this fertile attacking variation, will prove to be of some use, not only from the standpoint of the Theory of Openings, but from the angle of General Strategy.

Let us not forget, that in Chess there is only one fundamental truth, the practice of which is essential to sustain the battle, and by no means of which the great Napoleon achieved his principal victories:

"Attack the foe at the right time, at the right point, with superior force!"

(Translated from the German by James R. Newman).



# THRILLS OF CHESS HISTORY

By Irving Chernev

**A**LMOST every tournament brings its share of exciting moments, but none perhaps contributed more, than the one played at Hastings in 1895.

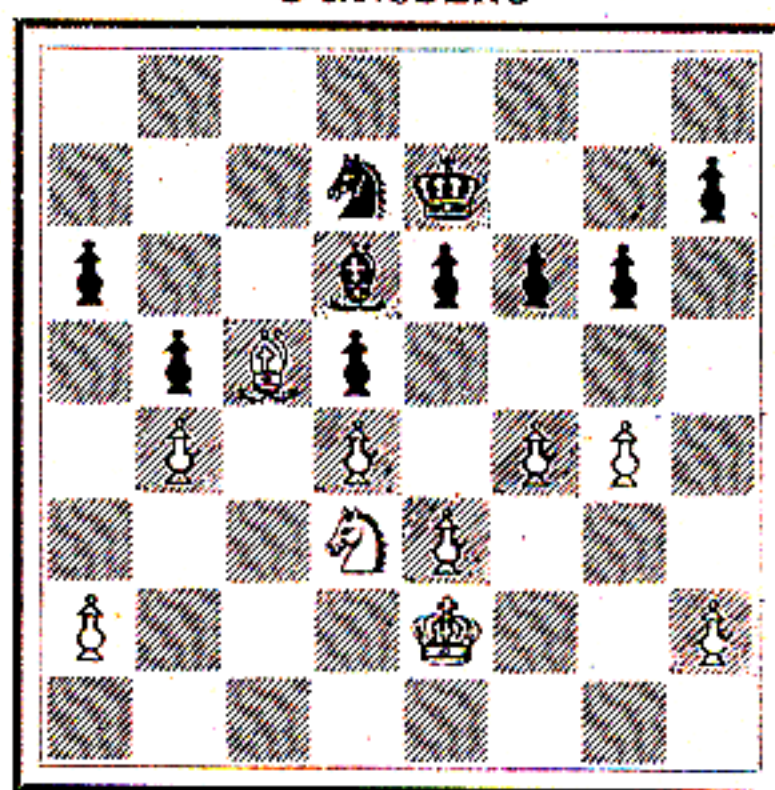
To begin with, it was the strongest field brought together since Chess Tournaments were instituted. Add to this, the fact that the world's leading players had not previously met in tourney play and you will have an idea of the interest that prevailed at the time. Neither Lasker, the new world's champion, nor the defeated Grand Master Steinitz, had ever before met the mighty Dr. Tarrasch (winner of four International tournaments in succession). Other powerful contestants who took part in this event included Tchigorin, who had recently drawn a match with Tarrasch; young Schlechter whose reputation as a formidable opponent preceded him; Janowski and Mieses who had also played a drawn match, were known and feared for their vigorous attacks. Heading the contingent from England were Blackburne and Teichmann, both dangerous obstacles to any aspiring master. Should these be cleared, there were others, as Schiffers, Bardeleben, Walbrodt, Gunsberg, Marco, Burn, etc.

By no stretch of the imagination could the Chess playing public consider the unknown Pillsbury as a possible winner of the highest honors. Picture the keen interest when this youngster proceeded to win game after game with an ease which commanded admiration. Picture also, if you can, the excitement when he lead the field with but one round to go.

The leading scores at the time were: Pillsbury 15½, Tchigorin 15, Lasker 14½. Pillsbury, content to draw, plays the opening tamely and permits the exchange of

the major pieces. At another table, Lasker makes short work of Burn, winning in twenty moves, while Tchigorin has a hard battle on with Schlechter. Pillsbury, aware of the danger of being overtaken, displays his genius in the ending illustrated:

GUNSBURG



PILLSBURY

The game continued as follows:

25	.....	BxB
26	KtPxB	Kt—Kt
27	P—B5!	P—Kt4

If 27 ... KPxB; 28 PxP, PxP; 29 Kt-B4, (Or 28 ... P-Kt4; 29 Kt-Kt4).

28	Kt—Kt4	P—QR4
29	P—B6!	K—Q3

Not 29 ... PxKt; 30 P-B7.

30	PxP	KtxP
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Again if 30 ... PxKt; 31 P-K7, KxP; 32 P-B7.

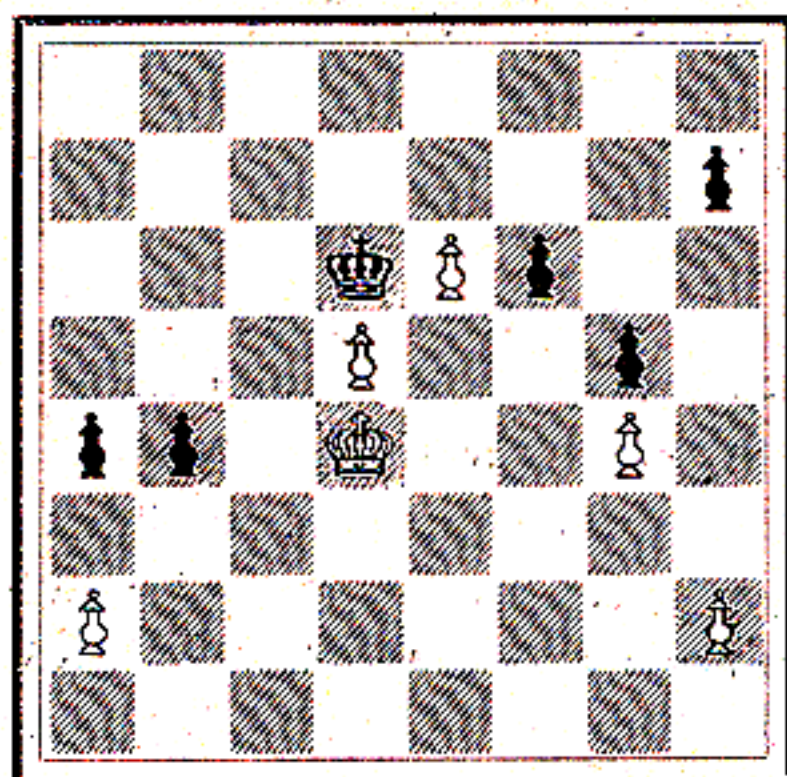
31	KtxKt	KxKt
32	P—K4	.....

The point of the combination. White now forces two passed pawns.

32	.....	PxP
33	P—Q5ch	K—Q3
34	K—K3	P—Kt5
35	KxP	P—R5
36	K—Q4	.....



## GUNSBERG



## PILLSBURY

Position after White's 36th move K—Q4

36 . . . . .

P—R4

This loses quickly. 36 ... K-K2 would have allowed the following fine win: 37 K-B4, P-Kt6; 38 PxP, P-R6; 39 K-B3, P-B4; 40 PxP, P-R4; 41 P-Kt4, P-R7; 42 K-Kt2, P-R8(Q)ch; 43 KxQ, P-Kt5; 44 P-Kt5, P-R5; 45 P-Kt6, P-Kt6; 46 PxP, PxP; 47 P-Q6ch, KxP; 48 P-Kt7, K-B2; 49 P-Kt8(Q)ch and wins.

37 PxP

P—R6

38 K—B4

P—B4

39 P—R6

P—B5

40 P—R7

Resigns.

## OUR POET'S CORNER

By Paul Hugo Litwinsky

## MONOLOGUE

"Mate me!"

I tell him when we play,

As if to ease his stubborn way.

For full twenty years

We have fought,

But for him

All his lore has come to naught

As he peers,

Ever venerably grim,

At the dusty board.

Hate me?

What does he know of hate?—

He who is content to wait

For a solitary "check!"

With no harm

Done to me:

He, thinking to cause alarm,

Cranes his neck.

\* \* \*

## THE MASTER PLAYER

Choosing earth to be his board,

He took into His hands clay,

Eased it in His divine way,

Shaped both King and pawn, and then

Said "Take form!" and had chessmen!

## TRIOLÉ

Play the Game, although you lose.

Prestige? Courage means for more.

Move your pieces as you choose,

Play the game! Although you lose,

You will hear your foes enthuse;

Let them, not you, add your score.

Play the game, although you lose

Prestige. Courage means far more.

\* \* \*

## CHESS FIGURES

## M A N

(Translated from the Arabic)

What is it to be a man?

A wraith and a wisp, earth blown,

A hulk and a bone full grown,

A star in the night of time,

A clang or a changing rhyme,

A thread, 'twixt the past and the new

A leaf on a rotting bough,

A gust of wind 'gainst a rustling tree,

An ion in immensity;

A foul breath,

A sudden death,

A sob.



# ANALYTICAL COMMENT

By Fred Reinfeld

## THEORETICAL CONTRIBUTIONS OF THE BERNE TOURNAMENT

### PART I—INDIAN DEFENSE

(A) 2 ... P—KKt3

**Dr. Voellmy—H. Johner**

1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, B-Kt2; 4 P-K4, P-Q3; 5 B-K2(a), O-O(b); 6 B-K3, QKt-Q2; 7 P-KR4(c), P-K4; 8 P-R5, Q-K2(d); 9 P-Q5!(e), P-Kt3; 10 P×P, BP×P; 11 Q-Q2, Kt-B4, 12 B-KKt5, Q-B2; 13 B-B3! with advantage.

(a) A subtle move, as soon becomes apparent. The development of the Kt is usual at this point.

(b) Somewhat carelessly played. It would have been safer to defer castling for a while.

(c) The point of this fifth move. White obtains good attacking chances through the every prospect of success.

(d) More exact would have been 8 ... P×P, giving Black some counter-play in the center.

(e) Parrying the immediate threat of 9 ... P×P; 10 Q×P, KtxP! After the text move, White need no longer fear any diversion in the center, and his attack has opening of the KR file.

(B) 2 ... P—K3

**Dr. Staehlin—Dr. Alekhine**

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-QB3, B-Kt5; 4 Q-B2, P-Q4; 5 P×P, Q×P!(a); 6 Kt-B3(b), P-B4; 7 P-QR3-(c), BxKtch; 8 P×B, Kt-B3; 9 P-K3, O-O; 10 B-K2(d), P-QKt3; 11 O-O, P×P; 12 KP×P(e), B-Kt2; 13 R-Q, QR-B; 14 P-B4(f), Kt-QR4!(g). Considerable advantage for Black.

(a) This move gives Black better chances than ... P×P, and in any event leads to more interesting chess.

(b) In the Tournament Book, Flohr strongly recommends 6 P-K3 with the continuation 6 ... P-B4; 7 P-QR3, P×P; 8 P×B, P×Kt; 9 P×P (Flohr-Jackson, Hastings, 1931-2) or 6 ... O-O; 7 B-Q2 or Kt-K2 with advantage. However, after 6 P-K3, Black should play 6 ... P-B4; 7 P-QR3, BxKtch! 8 Q×B, QKt-Q2; 9 P-K3, O-O followed by ... P-QKt3, etc., or 8 P×B, Kt-B3; 10 P-K3, O-O; 11 P-B4, Q-Q3; 12 B-Q3, P-QKt3 with a good game.

(c) Flohr recommends B-Q2.

(d) B-Q3 would best be answered by ... P-B5, as in an analogous position in the game Flohr-Colle (Bled, 1931).

(e) After this the center pawns become weak; Hence 12 BP×P was indicated.

(f) This leads to a catastrophe.

(g) White played 15 Q-R4, losing a pawn without compensation. He should have gone in for 15 P×Q, RxQ; 16 B-Q3, Kt-Kt6!; 17 BxR, KtxR; 18 B-R4, etc.

**Gygli—Dr. Voellmy**

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-QB3, B-Kt5; 4 Q-B2, P-Q4; 5 P-QR3, BxKtch; 6 Q×B, Kt-K5; 7 Q-B2, Kt-QB3(a); 8 P×P, P×P(b); 9 P-K3, Kt-K2; 10 B-Q3, B-B4; 11 Kt-K2, P-QB3; 12 P-B3, Kt-Q3; 13 P-K4, B-Kt3; 14 Kt-B4. White's position is preferable.

(a) Gygli unjustly criticizes this move, which was introduced by Alekhine in his game with Vidmar at San Remo, 1930. The alternative 7 ... P-QB4 is safer and sufficient to equalize.

(b) But this is wrong. Black should recapture with the queen, and after 9



P-K3, he plays 9 ... PK4! with a very good game. If in reply 10 B-Q3 or 10 B-B4, Q-R4ch.

### Dr. Euwe—Henneberger

1 P-Q4, Kt-KB3; 2 Kt-KB3, P-K3; 3 P-B4, B-Kt5ch(a); 4 B-Q2, BxBch(b); 5 QxB!(c), P-Q3; 6 Kt-B3, Q-K2(d); 7 P-KKt3, O-O; 8 B-Kt2, Kt-B3; 9 O-O, P-K4; 10 Kt-Q5!(e), Q-Q(f); 11 QR-Q, B-Kt5; 12 PxP. White has a decided advantage.

(a) It is better to precede this move with the fianchetto of the QB, thus: 3 ... P-QKt3; 4 P-KKt3, B-Kt2; 5 B-Kt2, B-Kt5ch; 6 B-Q2, BxBch; 7 QxB, O-O; 8 Kt-B3, P-B4, or else 7 ... P-Q3; 8 O-O, QKt-Q2; 9 Kt-B3, Kt-K5.

(b) And here 4 ... Q-K2 was better, to be followed by ... P-QKt3, etc.

(c) Very well played. The QKt is far more effective here at B3 rather than at Q2.

(d) The beginning of a faulty plan which is cleverly refuted by White.

(e) Dr. Euwe points out that after 10 ... KtxKt; 11 PxKt, KtxP; 12 KtxKt, PxKt; 13 KR-K, Black's QBP is hopelessly weak.

(f) In view of the continuation just alluded to, Black must incur this further loss of time.

### Dr. Bernstein—Dr. Staehlin

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-QKt3; 4 P-KKt3, B-Kt2; 5 B-Kt2, B-Kt5ch; 6 B-Q2, BxBch; 7 QxB, P-Q3; 8 O-O, O-O; 9 Kt-B3, Kt-K5; 10 Q-B2, P-B4(a); 11 Kt-K(b), P-Q4(c); 12 Kt-Q3(d), Kt-QB3!(e). White has a slight edge.

(a) 10 ... KtxKt is also playable, for 11 Kt-Kt5 is met by ... KtxPch.

(b) An innovation which gives White a good game.

(c) This weakens Black's K4, but there is no other way to defend the Kt.

(d) After this, Black is able to bring about a series of advantageous simplifications. Correct was 12 PxP, PxP; 13 Kt-Q3, Kt-B3; 14 P-K3 to be followed by QR-B.

(e) The game continued 13 P-K3, PxP; 14 Kt-B4, Kt-Kt5; 15 Q-K2, KtxKt; 16 PxKt, BxB; 17 KxB, Kt-Q6; 18 KtxKt, PxKt; 19 QxP, Q-Q4ch; 20 P-B3, P-B4.

### Dr. Bernstein—Dr. Voellmy

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-QKt3; 4 P-KKt3, B-Kt2; 5 B-Kt2, B-Kt5ch; 6 B-Q2, BxBch; 7 QxQ, P-Q3; 8 O-O, QKt-Q2(a); 9 P-Q5, QR-Kt(b); 10 PxP, PxP; 11 Kt-Q4, Q-K2; 12 B-R3(c), P-K4; 13 Kt-B5, Kt-K5!; 14 KtxQ(d), KtxQ. White has a slight edge (e).

(a) This move is somewhat dangerous. Simpler is 8 ... O-O; 9 Kt-B3, Kt-K5. The text-move allows a speculative pawn-sacrifice which leads to interesting complications.

(b) In order to have the bishop protected. For 9 ... PxP, see the next game.

(c) Strangely enough, as Dr. Bernstein points out, 12 BxB, RxB; 13 Kt-B6, Q-B2; leads to nothing, despite the unfavorable position of the QR.

(d) After 14 Q-K3, the continuation might be 14 ... Kt-Kt4!; 15 B-Kt4, Q-B3; 16 P-KR4, P-KR4!; 17 PxKt, PxB! 18 Kt-R4, Q-K2; 19 Kt-QB3, R-R4; 20 P-Kt6, RxKt; 21 PxKt, QxP; 22 Kt-Q5, BxKt; 23 PxB, Kt-B3; 24 KR-Q, K-Q2 with two pawns and the initiative in return for the exchange (Dr. Bernstein).

(e) Continued 15 KtxKt, KxKt; 16 BxKt, KxB; 17 P-B3.

### Dr. Alekhine—P. Johner

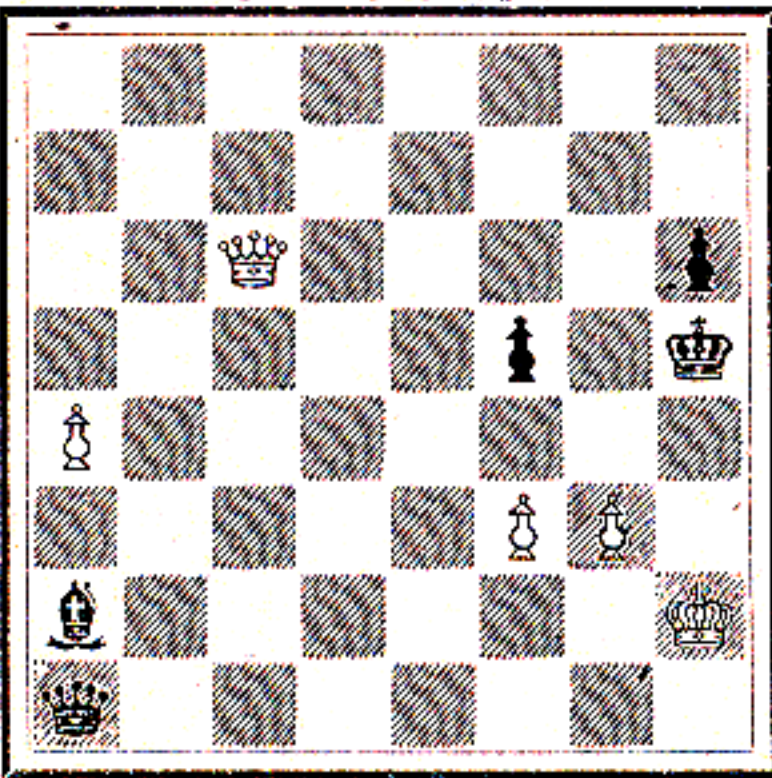
1 P-Q4, Kt-KB3; 2 Kt-KB3, P-QKt3; 3 P-B4, P-K3; 4 P-KKt3, B-Kt2; 5 B-Kt2, B-Kt5ch; 6 B-Q2, BxBch; 7 QxB, P-Q3 (a); 8 O-O, QKt-Q2 (b); 9 P-Q5,



# MISTAKES OF THE MASTERS

By Lester W. Brand

NEW YORK, 1909  
CAPABLANCA



MARSHALL

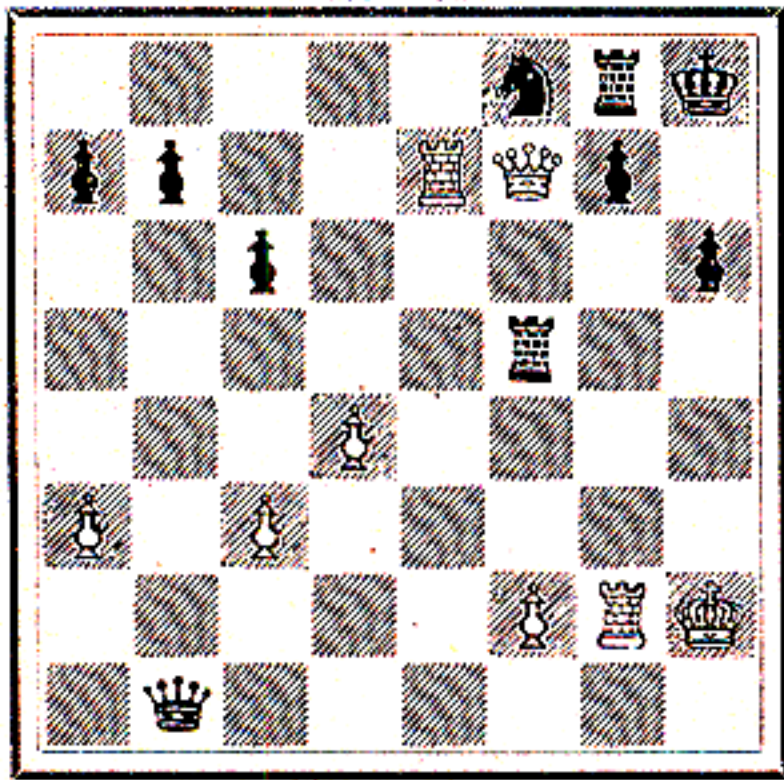
*White to play and win*

At this point Marshall played Q-Kt5? and eventually lost the game. His winning line was:

- |          |       |
|----------|-------|
| 1 Q—K8ch | K—Kt4 |
| 2 P—B4ch | K—B3  |
| 3 Q—R8ch |       |

Winning the Queen! The only other possible variation was 2 ... K-Kt5 which could have been answered by 3 Q-K2 mate.

\*\*\*  
LEWITSKY

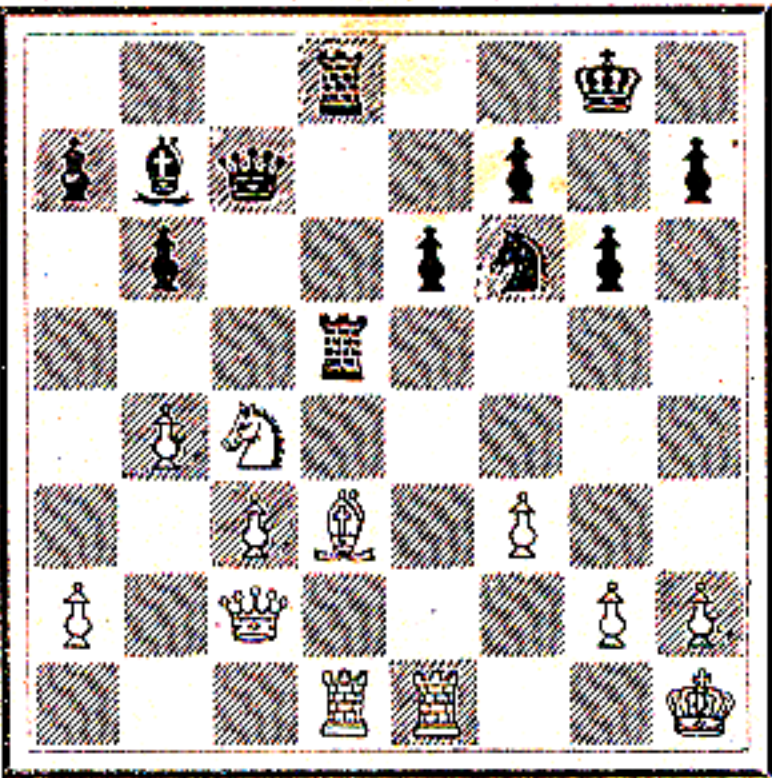


ALAPIN

*White to play and win*

White here played Q-K8? and lost. Instead he could have mated in four moves, beginning with QxRch.

CARLSBAD, 1907  
RUBINSTEIN



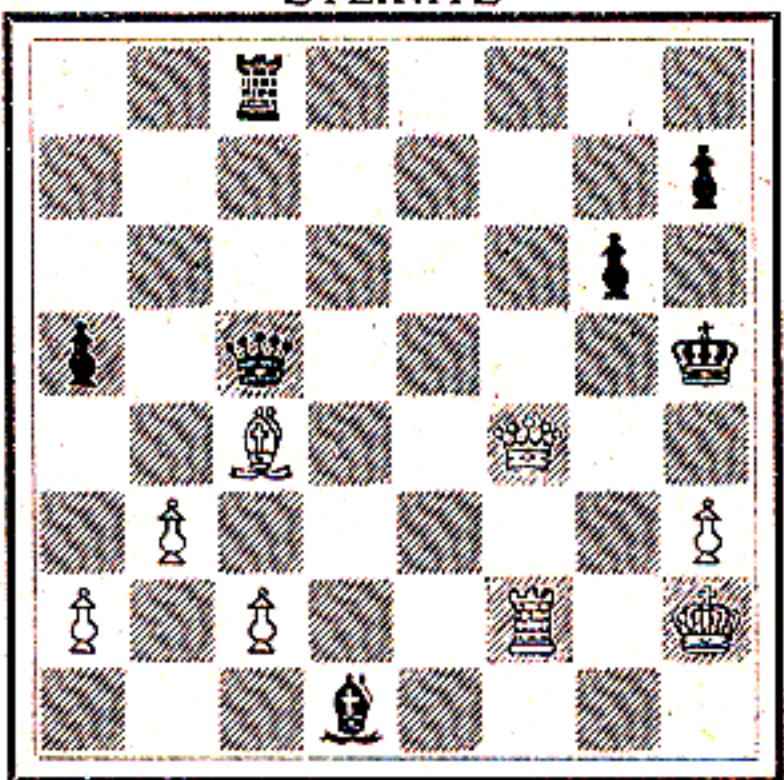
WOLF

*Black to play and win*

Rubinstein here played B-R3 and had to be content with a draw. He could have used his bishop to better advantage by playing:

- |             |        |
|-------------|--------|
| 1 . . . . . | R—KR4  |
| 2 P—KR3     | Kt—Kt5 |
| 3 BPxKt     | RxPch  |

\*\*\*  
COLOGNE, 1898  
STEINITZ



W. COHN

*White to play and win*

White here played B-K6? and drew. He missed the following easy win:

- |              |       |
|--------------|-------|
| 1 R—K2!      | P—Kt4 |
| 2 B—B7ch     | K—R3  |
| 3 Q—B6 mate. |       |

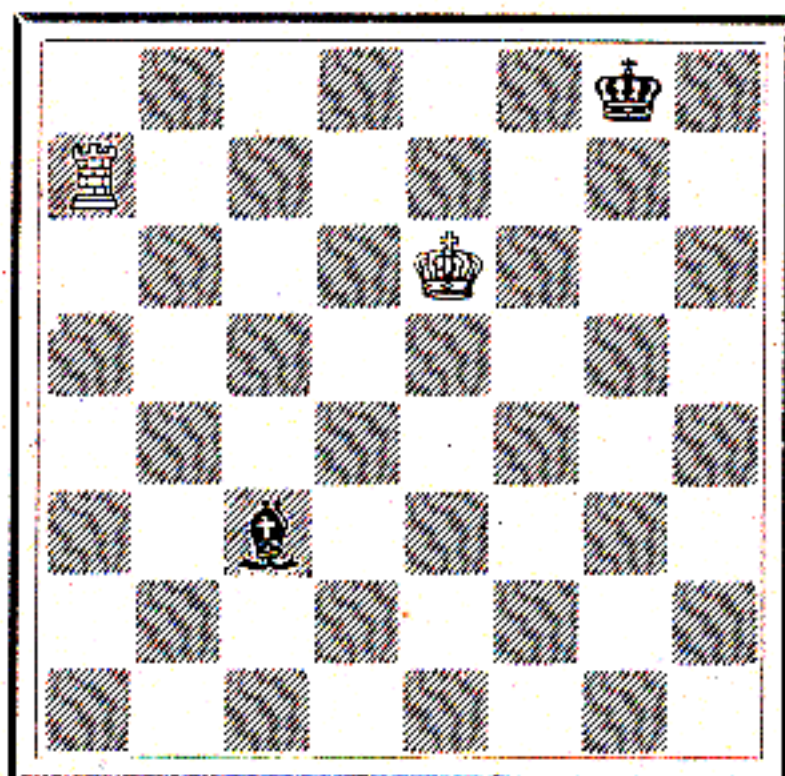


# END-GAME ANALYSIS

**W**HEN in an end-game, the remaining forces are rook and king on one side, against bishop and king on the other, the resulting position, generally is drawn.

In the appended diagram, with the black king fairly well hemmed in, the white rook commanding the seventh rank, and the white king, near enough to be threatening, victory is apparently in White's grasp. Yet Black, by moving his bishop to and fro on its long diagonal, draws simply.

Black

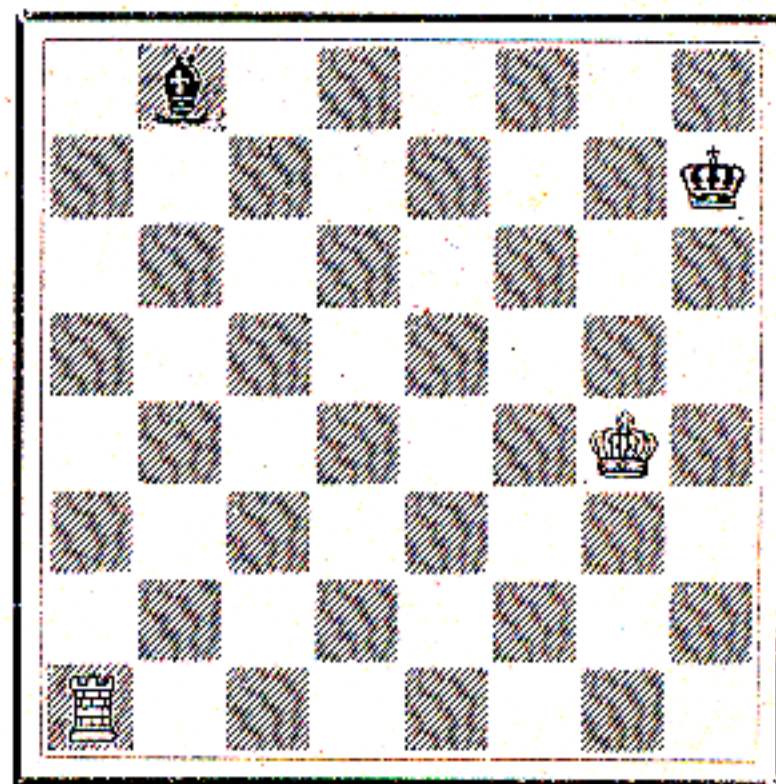


White

White attempts to win with R-QB7, attacking the adverse bishop and black continues with B-Kt7. Black avoids B-Q7 or B-Kt5 for then White, by means of K-B6, R-B7 and K-Kt6 achieves a mating net. An attack of the bishop by the rook will then also threaten mate, against which, Black will be helpless.

The following position, however, is an exception to the general rule. Here the black king is apparently safe. Neither the white rook nor king is placed in a threatening position. Yet withal, White can force a win.

Black



White

1 K-B5 K-Kt2

The black bishop can not move (except to Q3). After B-R7, R-R would follow, after B-Kt6, R-Rch and R-KKt, after B-B2, R-R7.

2 R-QKt B-R7  
3 R-Kt2 B-Q3  
4 R-Kt7ch K-B  
5 K-K6 B moves  
6 R-KB7ch K-K  
7 R attacks bishop and wins.

If 6 ... K-Kt, 7 K-B6, leading to the same variation as explained in the previous diagram.

(O. Dehler, from *D. Schachblatter*, 1909)

## ANALYTICAL COMMENT

Continued from page 25

PxP (c); 10 Kt-R4, Kt-K5; 11 Q-K3, Q-K2; 12 PxP, BxP; 13 R-Q, B-Kt2; 14 Kt-B5 (d). White has a slight advantage (e).

(a) But not 7 ... O-O; 8 Kt-B3, Kt-K5?; 9 Q-B2, KtxKt; 10 Kt-Kt5.

(b) Correct is 8 ... O-O.

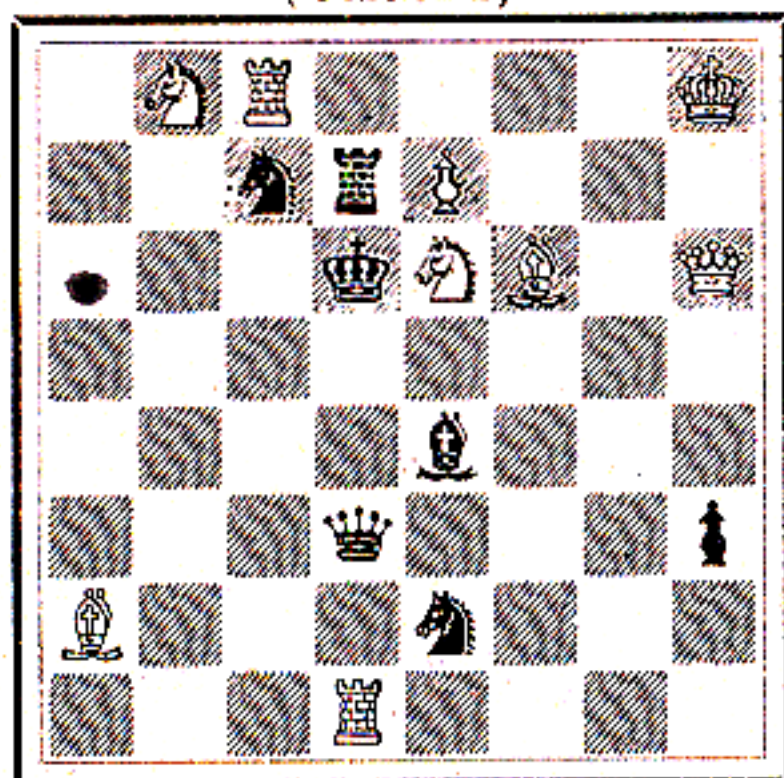
(c) If 9 ... P-K4; 10 Kt-B3 and White has more terrain at his disposal.

(d) Not the best. Alekhine subsequently recommended 14 Kt-B3; KtxKt; 15 QxKt, BxB (15 ... O-O-O?; 16 Kt-B5, etc.); 16 KtxB, O-O-O (16 ... Kt-K4? 17 P-B4); 17 Kt-K3! with a powerful attack. If now, 17 ... Q-K4; 18 Q-B6, Kt-Kt; 19 Q-R8, etc.

(e) Continued 14 ... Q-K4; 15 KtxKtPch, K-B! 16 Kt-R5, QxKt; 17 BxKt, BxB; 18 QxB, R-K; 19 Q-B3, QxQ; 20 PxQ.

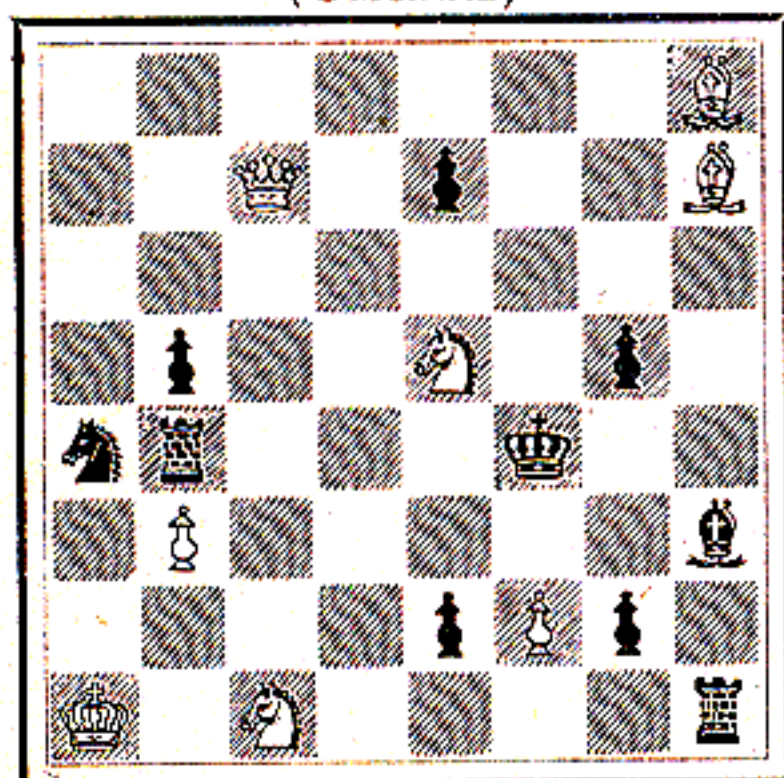


No. 61  
NICHOLAS GABOR  
CINCINNATI, OHIO  
(ORIGINAL)



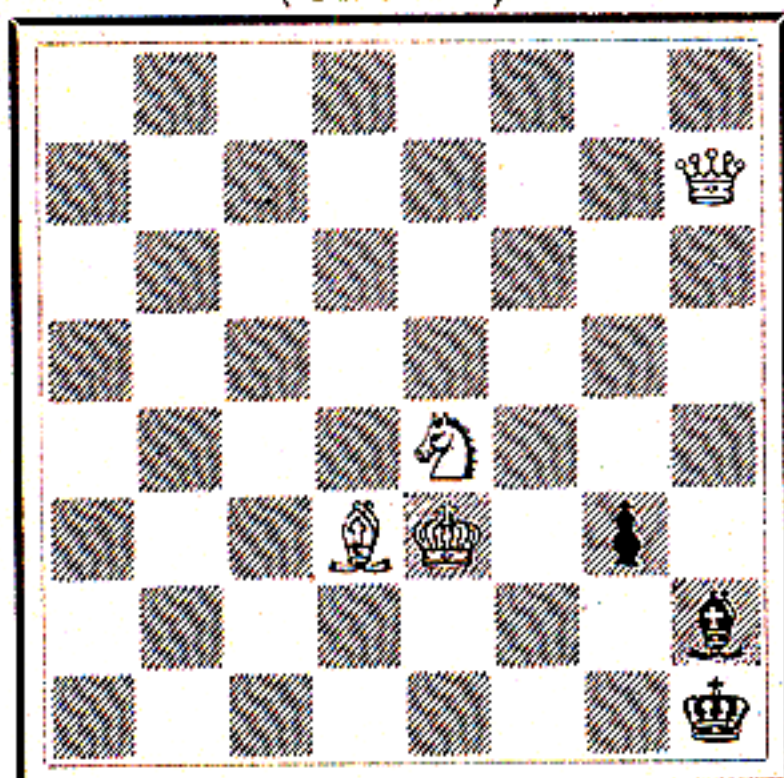
White mates in two moves

No. 62  
C. S. KIPPING  
ENGLAND  
(ORIGINAL)



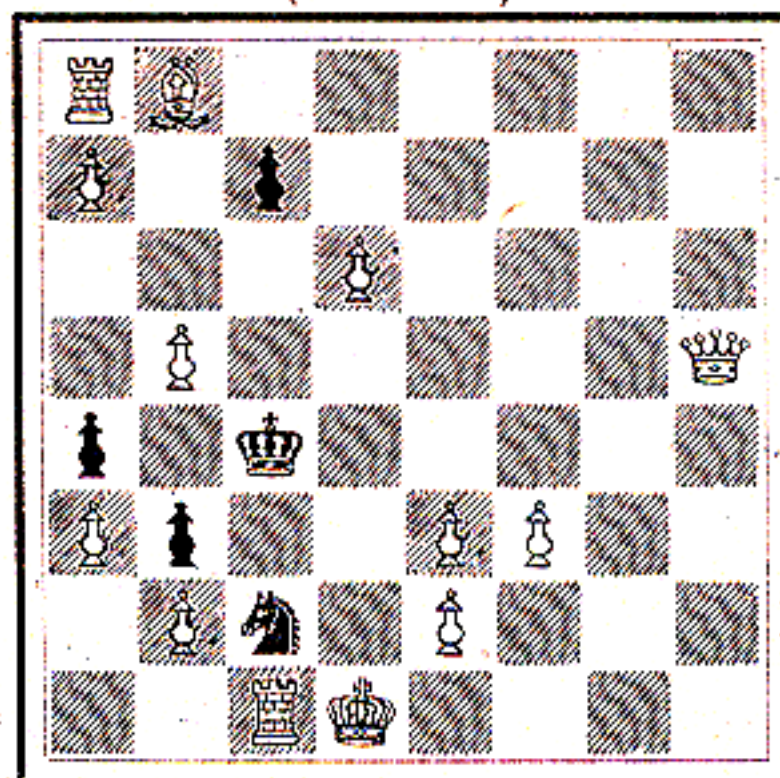
White mates in two moves

No. 63  
R. CHENEY  
ROCHESTER, N. Y.  
(ORIGINAL)



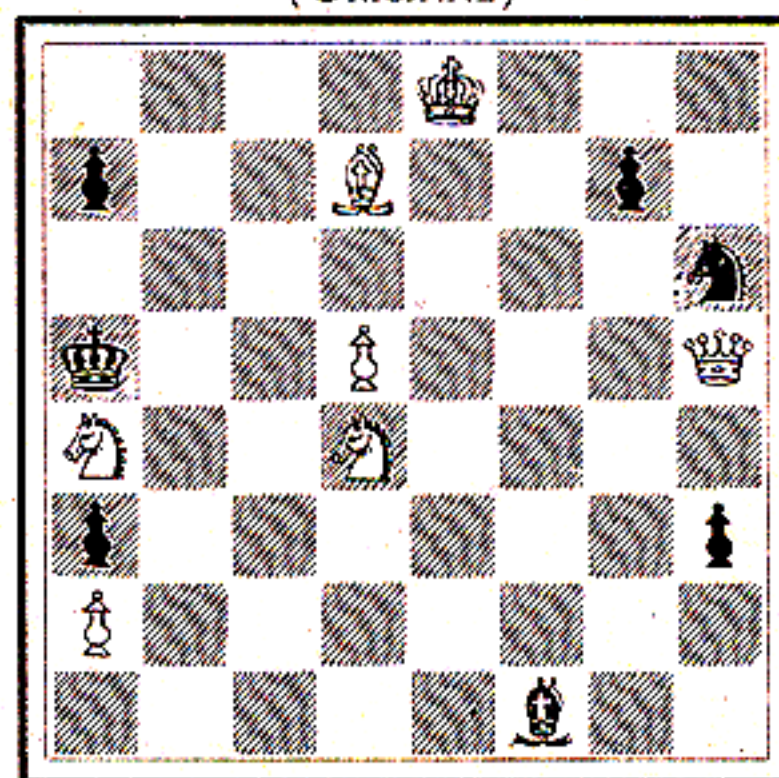
White mates in three moves

No. 64  
A. J. FINK  
SAN FRANCISCO, CAL.  
(ORIGINAL)



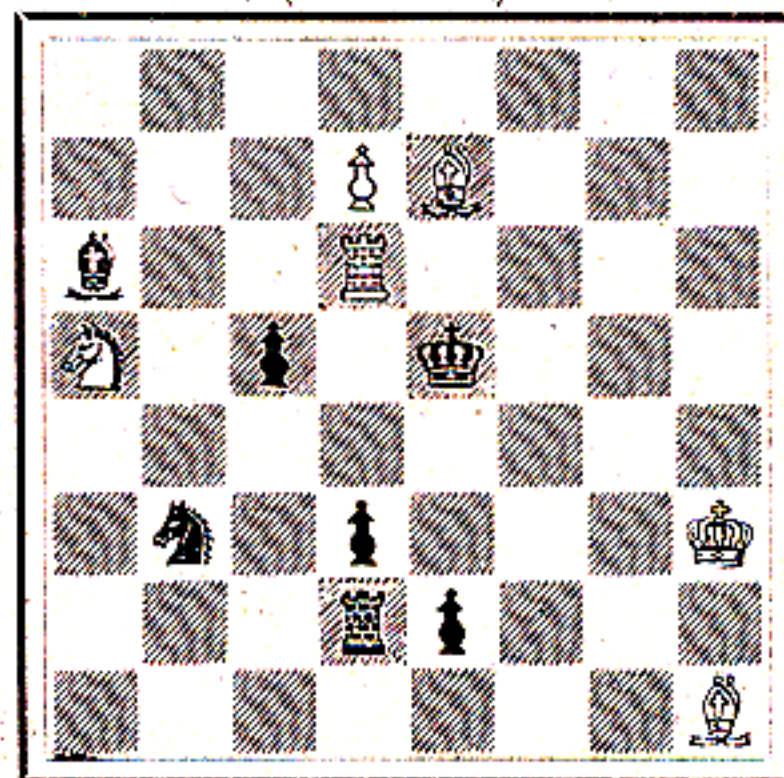
White mates in three moves

No. 65  
DR. G. DOBBS  
CARROLLTON, GA.  
(ORIGINAL)



White mates in three moves

No. 66  
ISAAC KASHDAN  
NEW YORK  
(ORIGINAL)

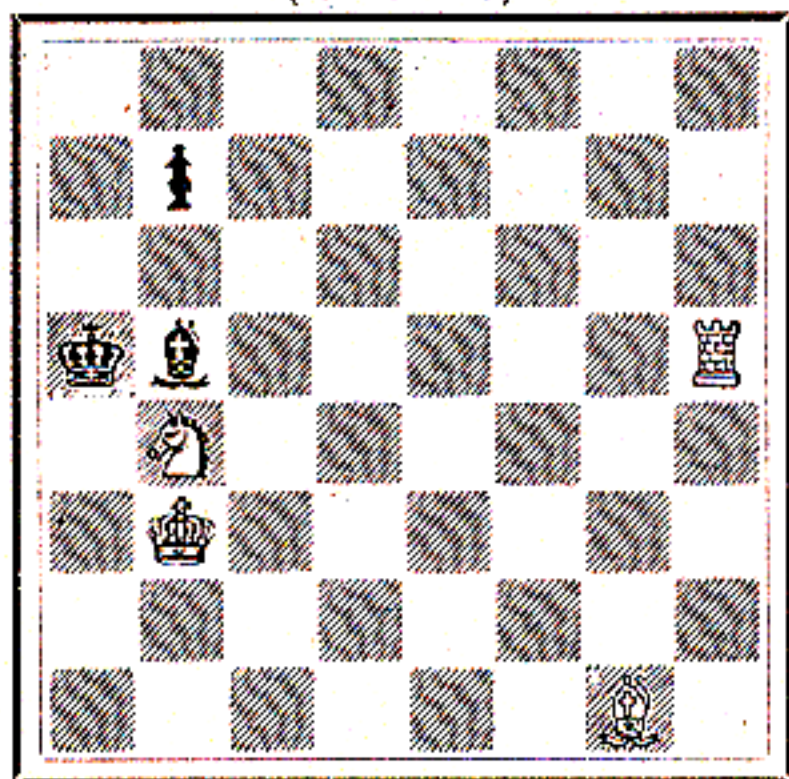


White mates in three moves



No. 67

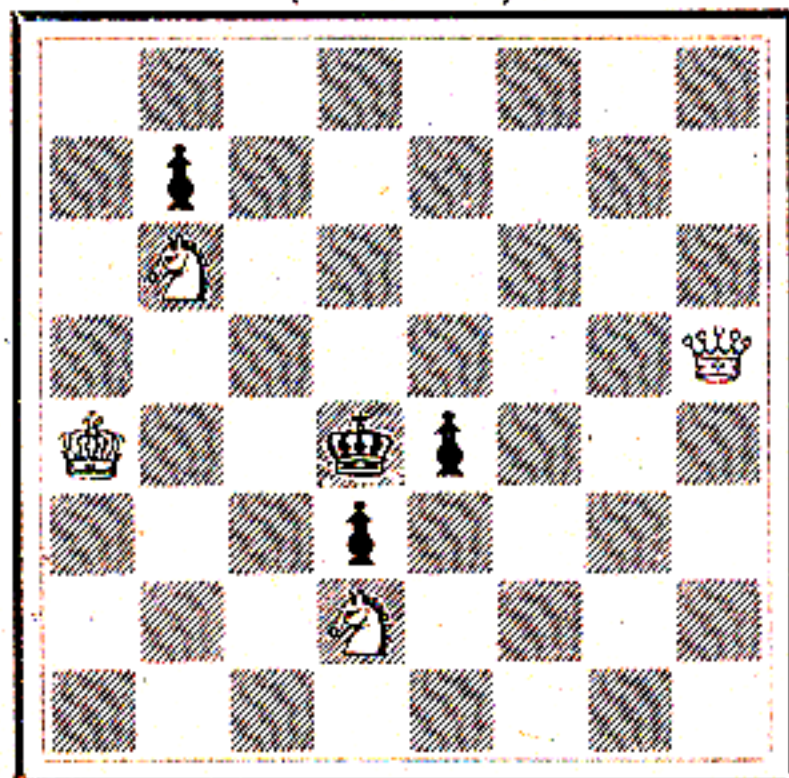
EUGENE E. MCCARTHY  
ROCHESTER, N. Y.  
(ORIGINAL)



White mates in three moves

No. 68

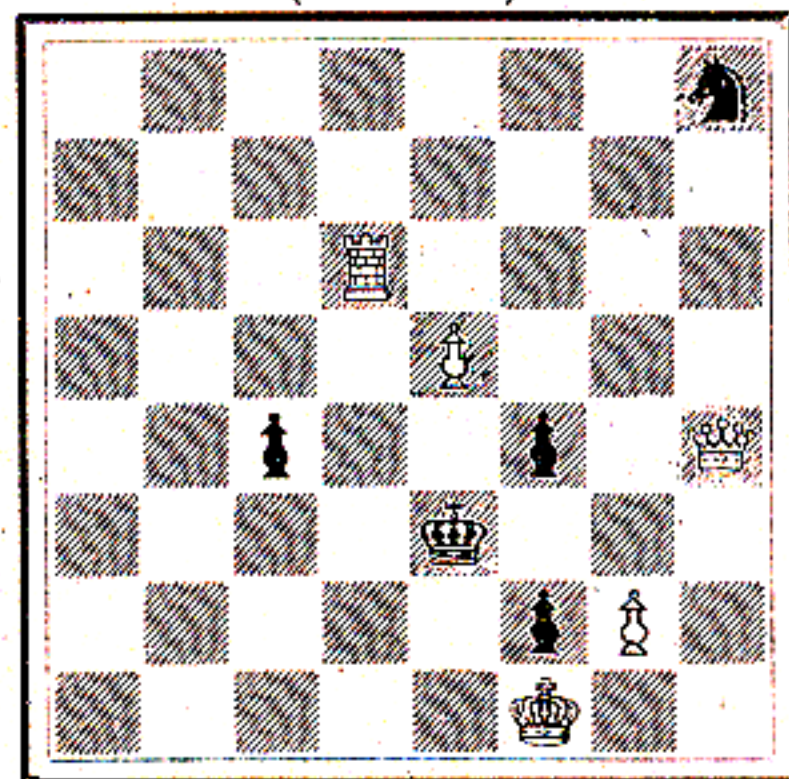
DAVID C. McCLELLAND  
JACKSONVILLE, ILL.  
(ORIGINAL)



White mates in three moves

No. 69

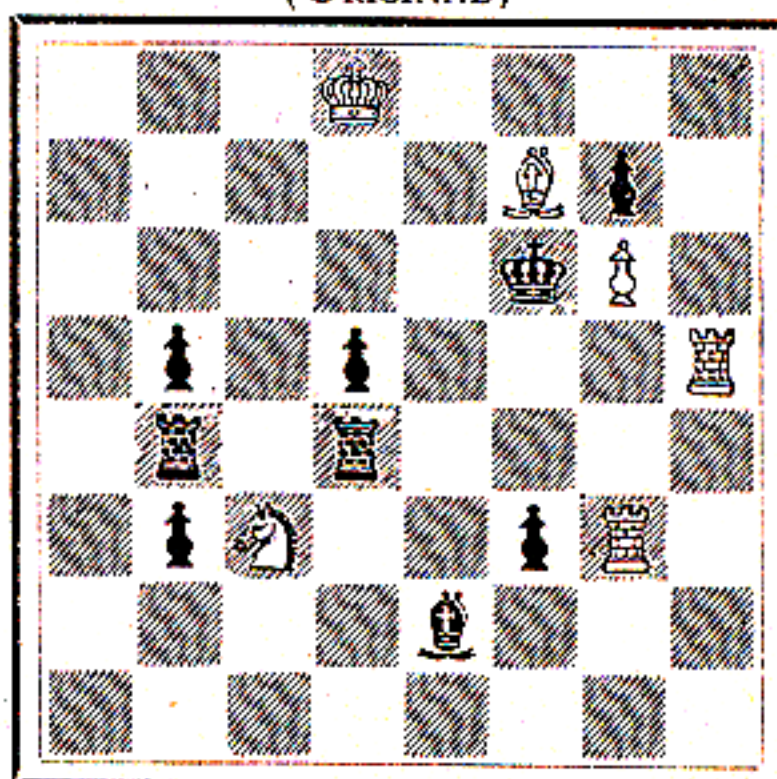
WILBUR VAN WINKLE  
ENDICOTT, N. Y.  
(ORIGINAL)



White mates in three moves

No. 70

F. PALATZ  
GERMANY  
(ORIGINAL)

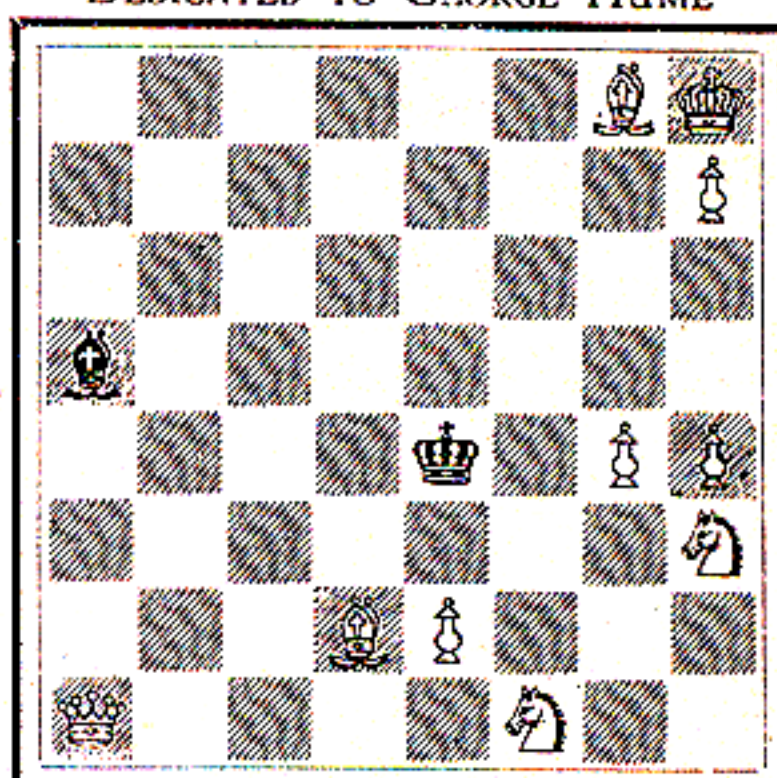


White mates in four moves

No. 71

R. SVOBODA  
PRAGUE

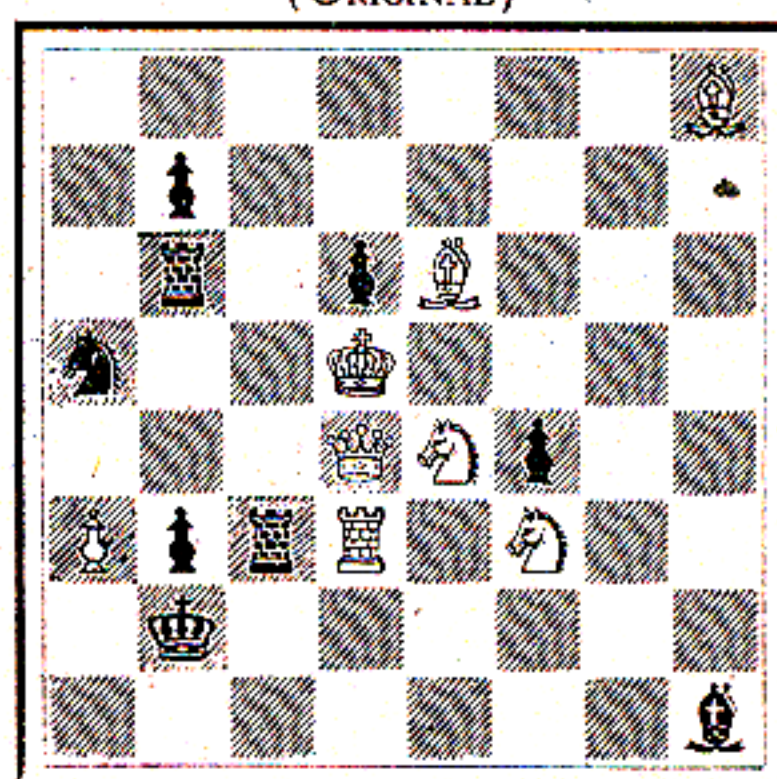
DEDICATED TO GEORGE HUME



Self-mate in three moves

No. 72

WALTER JACOBS  
NEW YORK  
(ORIGINAL)



Reflex-mate in two moves



# PROBLEM REVIEW

By Otto Wurzburg

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

## Our Problems this Month

No. 62. We are glad to welcome as a contributor, a well known English composer. There is an unusual pair of unpin variations developed by promotions. We believe the lamented Italian composer Guidelli, illustrated the idea in a Good Companion contest as early as 1916.

No. 64. An odd task involving four variations by one black pawn with only one white piece carrying on for the white forces. The position is rather heavy but much ingenuity is required to prevent cooks.

No. 65. We believe our solvers will find this catchy and caution them to watch carefully.

No. 66. An unusual echo.

No. 67. Miniature neatly set.

No. 70. An appreciated original from Franz Palatz who with A. W. Noon-gredian, edited "Antiform" of the A.C.W. Xmas series 1929.

No. 71. A pretty sui-mate and not too difficult. The play is accurate and pleasing.

No. 72. Will not be included in our solving contest. We are anxious not to offer to our solvers, positions in which the stipulations and object of solution is not entirely clear. Reflex strategy is a form of unorthodox or Fairy chess, and we believe was introduced first by the late B. G. Laws, whose conservatism in composition was supposed to be quite fundamental, but you never can tell. The Reflex problem is one in which either side must mate, if an opportunity to do so in one move, arises after White's first move. Mr. Jacobs example is well worth attention and time.

## Solutions

No. 37. Konrad Erlin. 1 Q—QKt8. Pointed.—D. C. McClelland. Quite amusing key.—N. Malzberg. Good pointed key.—W. Van Winkle. Bright tid-bit.—Dr. Dobbs. A spectacular long range key. A most engaging little affair.—E. Boswell.

No. 38. Nicholas Gabor. 1 R—QR5. A commendable problem.—John H. Daum. Nice key.—D. C. McClelland. Interesting combination.—N. Malzberg. Very pretty.—W. Van Winkle. Stylish key.—Dr. G. Dobbs. A splendid key to a very clever problem.—E. Boswell.

No. 39. P. G. Keeney. 1 P—K4. Pretty mates and nice variety. We Cincinnati chessists are proud of our Dr. Keeney.—J. H. Daum. Nice key and pretty mates.—Eugene McCarthy. Fine.—D. C. McClelland. A clever illustration.—Dr. Dobbs. Clever, but key is suggested.—I. Piasetsky. Double enpassant idea expressed finely.—E. Boswell.

No. 40. H. W. Bettmann. 1 P—KB7.

Threat	2 Q-Kt5
K-B4	2 Q-QB8!
K-Q4	2 Q-Kt8

Unfortunately cooked by 1 Q-QB8.

Threat	2 P-Q8 (Q) mate
K-Q4	2 B-B4

No. 41. R. Cheney. 1 Kt—Q6.

Followed by 2 Q—Q8

Delightful miniature. Nice queen sacrifice.—J. H. Daum. The beauty of this is its simplicity.—Donal Morris. Very nice.—N. Malzberg. Good for miniature.—W. Van Winkle. The Queen sacrifice is nice but the mate is not pure.—Dr. Dobbs. Prettiest miniature I ever solved.—John Hasenwhrl. A beautiful sacrifice.—I. Piasetsky. Snappy key and a delightful Queen sacrifice.—E. Boswell.

No. 42. Vincent L. Eaton. 1 B—R.

P-Kt4	2 R-R8!
P-R4	2 KxKt
P-R7	2 Q-KKt2!

Some Solvers gave 1 B-B3. threat 2 KxKt, and 3 Q-B2 mate, overlooking Black's play 1 ... P-R7; 2 ... P-R8(Kt)! Several overlooked the strength of Black playing P-Q4 at once. A very



complex structure.—Donald Morris. Complicated but not difficult.—S. J. Benjamin. Rather pretty problem.—Max Kleiman. This is real fine.—N. Malzberg. The feature of course is the Bristol and Turton clearance.—Dr. Dobbs. A gay deceiver, apparently a threat and turns out a block. Not easy.—E. Boswell.

No. 43. A. J. Fink. 1 B—B4.

Threat	2 Kt-Q2ch
Kt-B3	? Q-K6ch
K-K5	2 Kt-K5ch
K-B5	2 Q-Q7

Clever play.—J. H. Daum. Interesting and beautiful variations.—Robert Thrall. Best problem of the lot.—Max Kleiman. A beauty. The keymove is far from obvious.—H. M. Berliner. This is certainly one of the finest and most difficult.—W. Van Winkle. Pretty variations.—Dr. Dobbs. Masterful.—G. Partos. A Masterpiece.—E. Boswell.

No. 44. W. Jacobs. 1 B—QB5.

Kt-B5	2 B-Q6
P-B5	2 Q-Kt6ch
K-K4	2 Kt-Kt6ch

Charming.—R. Cheney. Very pretty.—N. Malzberg. Two pretty models by gaining the tempo.—Dr. Dobbs. Beautiful lightweight. The main variation is an old friend but none the less charming on that account.—E. Boswell.

No. 45. Isaac Kashdan. 1 P—Q6.

Threat 2 R-B2ch, BxP, or Q-Kt5.

R-B4ch	2 PxR
KxKt	2 QxPch
B-KKt8	2 Q-Kt5
R-KB4	2 BxP

The black bishop at QR7 is "obtrusive." It could not have come from the QB home square, hence must have arrived via the promotion route. Shows Mr. Kashdan a fine problemist as well as a master player.—D. C. McClelland. A brilliant construction.—S. J. Benjamin. Very intricate.—Max Kleiman. Easy key but those variations!—H. M. Berliner. Congratulations to the composer.—W. Van Winkle. Subtle key and play.—Dr. Dobbs. Rather difficult.—G. Partos. One of the finest three movers I have seen in years.—E. Boswell.

No. 46. Wilbur Van Winkle. 1 K—R6.

P-Q4	2 Q-QB6ch
P-B3 or B4	2 QxPch
K-B	2 Q-K6ch
K-K	2 KtxPch

Easy but the Queen sacrifice variation is clever.—J. H. Daum. Spectacular and charming.—J. H. Daum. Excellent little miniature, subtle key and beautiful sacrifice.—D. C. McClelland. A

real gem.—Edmund A. Nash. Neat cooperation of pieces.—S. J. Benjamin. Nice problem.—Max Kleiman. A bouquet for this newcomer. Nice variety and pretty model after Queen sacrifice.—Dr. Dobbs. Nice Queen sacrifice.—Alex Szabo. Not difficult but a little gem, which contains a remarkable amount of good play and a fine and surprising Queen sacrifice.—E. Boswell.

No. 47. Dr. Gilbert Dobbs. 1 B—Q4

K-Kt2	2 BxPch
K-B2	2 P-Kt5
K-Kt4	2 B-Bch

Nice variety with so few pieces.—J. H. Daum. Pretty stratagem.—D. C. McClelland. Neat.—Max Kleiman. Pretty with nice bishop play.—N. Malzberg. Very pretty.—Alex Szabo. Easy but exceedingly pretty. I greatly admire the permutations of the play. The perfect timing strategy goes to complete a delightful problem.—E. Boswell.

\* \* \*

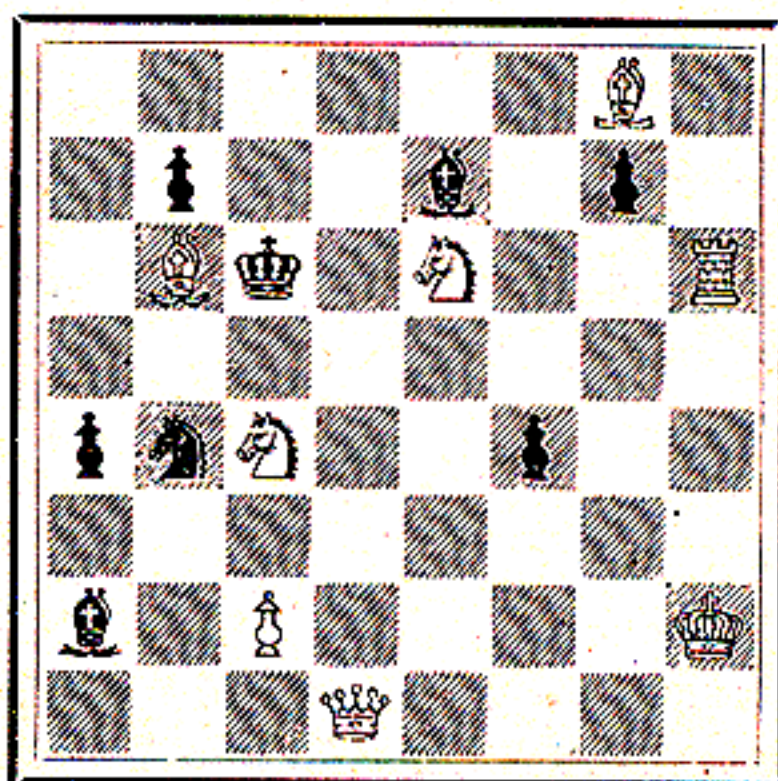
The prize in our Solvers Ladder—June, goes to P. L. Rothenberg. We are welcoming several new solvers to our Ladder. There have been some who have apparently dropped out, but we certainly hope to have them back very soon.

\* \* \*

Supplementing the news, in our May issue, of the death of Henry W. Barry, we want to quote herewith, one of this well known composers best known two movers, that won high honors in an important tournament. In addition to his reputation as a composer, Mr. Barry will always be associated with the chess periodical history of our own country.

H. W. BARRY

1ST PRIZE. LA STRATEGIE, NOVEMBER, 1910



White to mate in two moves



# PROBLEM SOLVING CONTEST

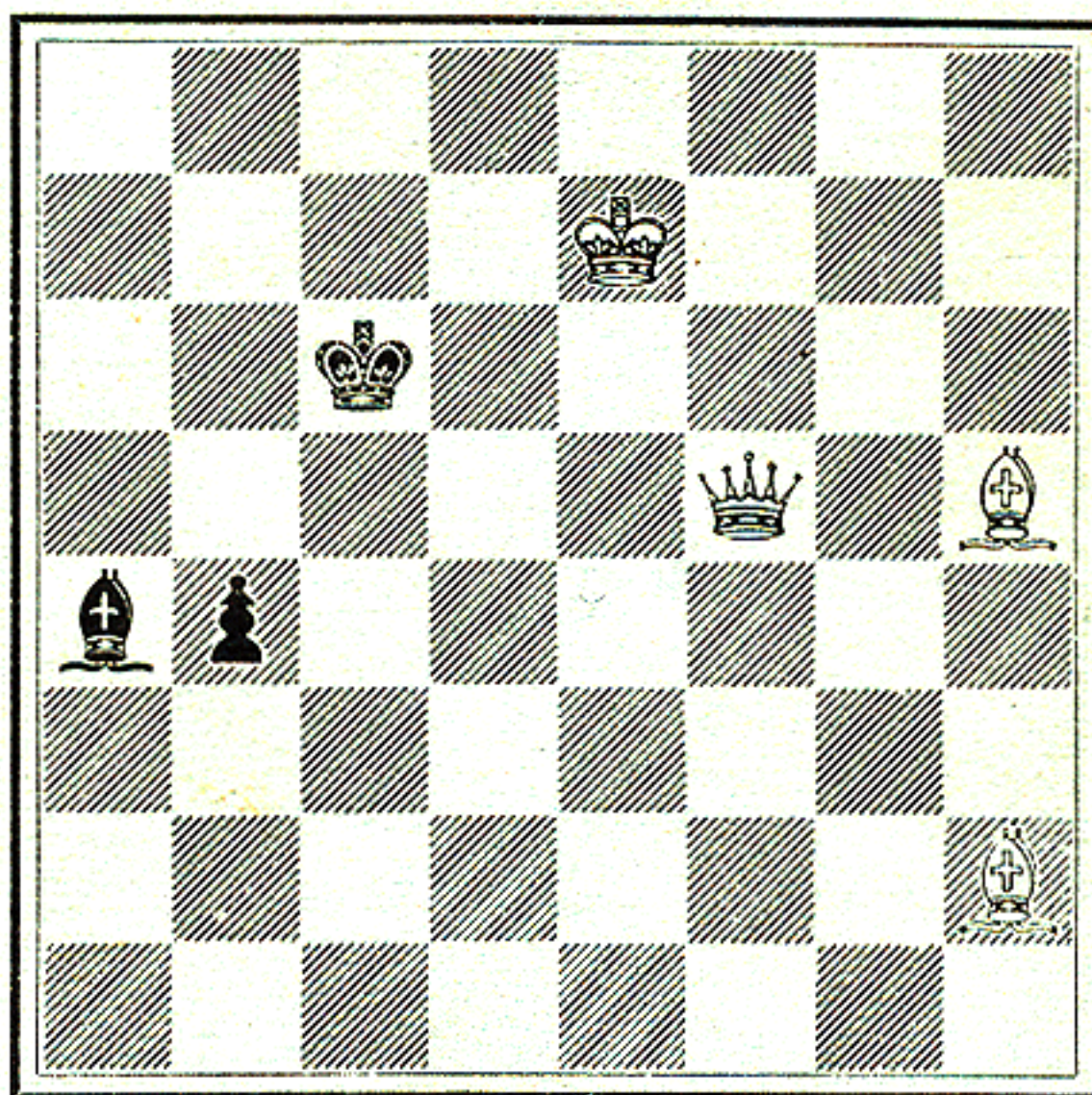
Solver	Prev. Score	37	38	39	40	41	42	43	44	45	46	47	48	Total
P. L. Rothenberg .....	88	2	2	2	6	3	3	3	3	3	3	4	3	125
Dr. G. Dobbs .....	88	2	2	2	3	3	3	3	3	3	3	4	3	122
M. H. Kleiman .....	85	2	2	2	6	3	3	3	3	3	3	4	3	122
Walter Jacobs .....	85	2	2	2	6	3	3	3	3	3	3	4	3	122
J. H. Daum .....	81	2	2	2	6	3	3	3	3	3	3	4	6	121
E. McCarthy .....	86	2	2	2	3	3	3	3	3	3	3	4	3	120
Frank Vail .....	86	2	2	2	3	3	3	3	3	3	3	4	3	120
H. M. Berliner .....	84	2	2	2	3	3	3	3	3	3	3	4	3	118
Sidney Braverman .....	84	2	2	2	3	3	3	3	3	3	3	4	3	118
Irving Greenwald .....	84	2	2	2	3	3	3	3	3	3	3	4	3	118
O. H. Ludlow .....	84	2	2	2	3	3	3	3	3	3	3	4	3	118
D. C. McClelland .....	84	2	2	2	3	3	3	3	3	3	3	4	3	118
R. H. Hixon .....	77	2	2	2	3	3	0	3	3	0	3	4	0	102
Ed. H. Thorne .....	75	2	2	2	3	3	3	0	3	0	3	4	0	100
A. Chess .....	75	2	2	2	3	3	3	0	3	0	3	4	0	100
Sanford J. Benjamin .....	66	2	2	2	3	3	3	0	3	3	3	4	0	94
N. Maltzberg .....	54	2	2	2	3	3	3	0	3	0	3	4	3	82
J. W. Byler .....	82	0	0	0	0	0	0	0	0	0	0	0	0	82
Edmund A. Nash .....	57	2	0	2	3	3	0	0	3	0	3	4	3	80
Alex. Szabo .....	63	2	0	0	3	3	0	0	0	0	3	4	0	78
Wm. D. J. Curtin .....	74	0	0	0	0	0	0	0	0	0	0	0	0	74
B. A. Foote .....	55	0	2	2	3	3	0	0	3	0	3	0	0	71
Robert Thrall .....	29	2	2	2	6	3	3	3	3	0	3	4	3	63
David Bernstein .....	56	0	0	0	0	0	0	0	0	0	0	0	0	56
Wilbur Van Winkle .....	22	2	2	2	3	3	3	3	3	3	3	4	3	56
C. A. Fellner .....	43	0	0	0	0	0	0	0	0	0	0	0	0	43
W. B. Tudor .....	38	2	0	2	0	0	0	0	0	0	0	0	0	42
E. Boswell .....	0	2	2	2	6	3	3	3	3	3	3	4	3	37
I. Piasetzky .....	0	2	2	2	6	3	3	3	3	3	3	4	3	37
E. Arsenault .....	35	0	0	0	0	0	0	0	0	0	0	0	0	35
Geo. F. Berry .....	30	0	2	2	0	0	0	0	0	0	0	0	0	34
Geo. Partos .....	0	2	2	2	3	3	3	3	3	3	3	4	3	34
Lou Tanassy .....	0	2	2	2	3	3	3	3	3	3	3	4	3	34
Cecil Wriggin .....	0	2	2	2	3	3	3	3	3	3	3	4	3	34
Melvin Fisher .....	19	2	0	2	3	3	0	0	0	0	0	0	0	29
A. C. Fortin .....	0	2	2	0	3	3	0	0	3	0	3	4	3	23
Donald Morris .....	0	2	2	0	3	3	3	0	3	0	3	0	0	19
Dr. B. Paster .....	0	0	2	0	3	3	0	0	3	0	3	4	0	18
A. J. Bastine .....	0	2	0	2	3	3	0	0	3	0	3	0	0	16
G. W. Hargreaves .....	0	2	0	2	3	3	0	0	0	0	0	0	0	10
Seth. H. Thelin .....	0	0	2	2	3	3	0	0	0	0	0	4	0	14
L. D. Hampton .....	0	2	0	0	3	3	0	0	0	0	0	4	0	12
John Hannan .....	10	2	2	2	0	0	0	0	0	0	0	0	0	16
John H. Anderson .....	0	0	0	0	0	3	0	0	0	0	3	0	0	6
Karl B. Allured .....	0	2	0	2	0	0	0	0	0	0	0	0	0	4



ON

# The CHESS REVIEW

Black



White

WHITE MATES IN THREE MOVES  
By WM. A. SHINKMAN

E D I T E D B Y I . K A S H D A N

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INTERVIEW WITH DR. ALEKHINE	— — — — —	I. KASHDAN
NEW IDEA IN THE SLAV DEFENSE	— — — — —	LAJOS STEINER
PROBLEM REVIEW	— — — — —	OTTO WURZBURG

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VOL. 1 No. 9

*Published Monthly*

SEPTEMBER, 1933

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## AS WE GO TO PRESS

On the eve of sailing for Europe, on September 6, Dr. Alekhine, partnered by R. Wahrburg, contested a consultation game against I. Kashdan and H. M. Phillips. The latter team, playing the White pieces in a Ruy Lopez, obtained an early advantage, but were out-manuevered and beaten by masterly play in the ending. The game lasted till 11.20 P. M., allowing Alekhine just enough time to catch his boat, which left at midnight.

The day before, Alekhine received a cabled challenge from E. Bogoljubow for a return match for the World's Championship. He promptly accepted, stipulating the same conditions that prevailed at their meeting in 1929, when Alekhine won by 11 to 5. We await further details as to the time and place of the match.

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Fred Reinfeld, of the Chess Review staff, is the New York State Champion, with a good victory at Syracuse against a strong field. Going through eleven rounds without a loss, he wound up with  $9\frac{1}{2}$ - $1\frac{1}{2}$ . A. Denker, champion of the Empire City Chess Club, was second with  $8\frac{1}{2}$ - $2\frac{1}{2}$ . R. Fine, who was favored to win, could do no better than tie for third with A. E. Santasiere, 8-3. The others in order were D. S. Polland,  $7\frac{1}{2}$ - $3\frac{1}{2}$ ; R. T. Black,  $6\frac{1}{2}$ - $4\frac{1}{2}$ ; W. Muir, 6-5; R. J. Guckemas,  $3\frac{1}{2}$ - $7\frac{1}{2}$ ; G. H. Perrine, 3-8; C. K. Thomas,  $2\frac{1}{2}$ - $8\frac{1}{2}$ ; and C. H. Bourbeau and A. Wood, 1-10.

Reinfeld repeated his victory of two years ago at Rome. The 1932 meet was won by N. Grossman of Brooklyn, who was unable to defend his title this year.

In the class A tournament, held in conjunction with the championship event, two Philadelphians took the chief honors, S. Drasin and S. T. Sharp finishing first and second respectively. Prof. E. B. Adams

of Brooklyn was third and W. A. Kaiser of Syracuse fourth.

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The officers of the New York State Chess Association were all re-elected, D. Francis Searle of Rome, President; Prof. E. B. Adams, R. J. Guckemas and Prof. C. K. Thomas, Vice-Presidents; and Paul G. Giers of Syracuse, Secretary.

Mr. Giers visited New York City shortly after the tournament to discuss the possibility of a tournament on a larger scale next summer to celebrate the fiftieth anniversary of the State Association. He is hoping to obtain a fund of between \$1000 and \$2000. There is a chance of one or more European masters being invited, and in any case the cream of the American talent should take part. The scene will probably be the Onondaga Hotel, Syracuse, where the recent meet was held.

\* \* \*

The Empire City Chess Club is now running off the finals of the Bronx Championship Tournament started two months ago. There were sixty entrants originally, who played in six sections of ten each. The first two in each group, or twelve in all, are playing a round-robin for the title. The large scale of the tournament created an unusual amount of interest in the dull summer months. Dr. B. Block, energetic Treasurer of the Empire City Chess Club, deserves credit for successfully carrying through this undertaking.

The leading scores, after five rounds, are: E. Schwartz, 4-1; I. Kandel, A. S. Denker and G. Hellman, 3-1; P. Ellis, T. McDermott and A. Simchow, 2-1.

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The Western Chess Congress will take place at Detroit, Sept. 23 to 30. This will be the 34th annual tournament of the Western Chess Association. Players who were invited, and who will probably participate, are: A. W. Dake, R. Fine, S. Reshevsky, S. D. Factor, L. Stolcenberg, M. Palmer, G. S. Barnes, G. Eastman, and M. Fox, champion of Canada.



# PICKING UP THE NEWS

AS this is our first issue in three months, there is quite a bit of accumulated chess news to take care of. The outstanding event was the Folkestone Team Tournament. We are issuing a report of this in book form, which will shortly be in the hands of our subscribers, so need not go into the details here. We can well be proud of the victory of the American Team, which has now twice in succession bested all that the Old World could offer in the way of chess competition.

We are naturally especially elated at the achievements of our Editor, I Kashdan, at the first board. His score was second only to Dr. Alekhine's among the team leaders, and it was not until the last round that he met defeat at the hands of Salo Flohr. This was a remarkable coincidence, as the same thing happened at Prague in 1931; when Kashdan's only defeat occurred in the last round against Rubinstein. In both cases, the team had just enough margin to nose out the leading contenders, Poland at Prague, and Czechoslovakia at Folkestone.

Frank J. Marshall, American Champion and veteran of the Team, was the only member of it to go through without a defeat. His constant aid and inspiration as Captain were important factors in maintaining the Team morale, and he supplied the experience and steadiness so necessary in such competitions. In the last two rounds, when the Team seemed to be weakening under the strain of the fierce competition, it was Marshall who won his games and pulled us through to a glorious victory.

Reuben Fine, Arthur W. Dake and Albert C. Simonson, whose average age is under twenty years, are also to be congratu-

tulated for consistently mowing down their rivals on the lower boards, and contributing their full quota of points to the Team total. The individual scores follow:

	Won	•Lost	Drawn
I. Kashdan . . . . .	8	1	6
F. J. Marshall . . .	5	0	6
R. Fine . . . . .	7	1	6
A. W. Dake . . . .	10	2	2
A. C. Simonson . .	2	2	2
Total . . . . .	32	6	22

To complete the story of the United States Chess Team Committee, without the efforts of which the Team could never have gone across, we append the list of expenditures necessary to finance the trip.

5 Steamer tickets	\$ 806.85
Cash to 5 players, \$40 each	200.00
6 Passports, 3 at \$10	
3 at \$ 5	45.00
5 Visas	50.00
Printing	75.00
Postage, telegrams, etc.	51.27
Total	\$1,228.82

The sixth passport was for A. Denker, who was ready to go at the last minute if one of the others had proved unavailable. This does not include various incidental expenses which were taken care of by Harold M. Phillips, Chairman, and other members of the Committee.

\* \* \*

The chess program prepared by the National Chess Federation for the World's Fair at Chicago, passed off most satisfactorily. The big feature was the presence of Dr. Alekhine, who made a special trip from Paris for the occasion. He broke every record for blindfold play, taking on 32 simultaneously. His score of 19 wins, 9 draws, and only 4 losses under such circumstances was remarkably good. The World's Champion proved himself as outstanding in blindfold play as he is in every other branch of the game.



The previous record was held by the Belgian, G. Koltanowski, who played 30 in Antwerp, winning 20 and drawing 10 without a single loss. However, the field was not nearly as strong as that at Chicago, where a number of the strongest amateurs of the city took part.

The exhibition lasted over twelve hours. At the dinner adjournment, Dr. Alekhine called off all the positions, which he had kept in his memory with absolute accuracy. The winners against him were I. Schwartz, L. Zalucha, B. O. Dahlstrom, and C. F. Elison. Draws were recorded by Miss Jean Moore, an eighteen-year old girl who was roundly applauded for her good effort, G. E. Eastman, J. Winter, A. A. Platzman, A. J. Mesirow, H. D. Grossman, H. Nitsche, G. K. Wamsley and F. Vodicka.

Alekhine was also called upon to take part in one of the series of living chess displays which attracted considerable attention at the Fair Grounds. The first of these games was between M. S. Kuhns, President of the National Chess Federation, and Dr. Allan D. Albert, assistant to President Rufus Dawes of the Exposition. The players on the large board were arrayed in medieval costumes, making a colorful spectacle. Mr. Kuhns won the game by a checkmate in twenty moves.

The second game was held in the evening, under floodlights, between Dr. Brainsford Lewis of St. Louis, and Harry Heick of Chicago, both directors of the National Chess Federation. Then, on the evening of June 19, came the awaited meeting between Dr. Alekhine and Edward Lasker. This naturally drew the largest gathering of any single chess event with the exception of the blindfold display. Alekhine won in good style, but the game itself was less important to the audience than the idea of the spectacle. This game was repeated later at the Chicago Beach Hotel.

The masters tournament which it had

been hoped to hold during the Fair had to be cancelled for lack of funds. This left the field clear for the Intercollegiate Chess Tournament, to which entries had been sent from Universities all over the country.

First prize fell to Lieut. John O. Matheeson, recently graduated from West Point, with a score of  $9\frac{1}{2}$ - $1\frac{1}{2}$ , which was a more than sufficient margin of victory over his nearest rivals. His success was thoroughly merited, particularly considering the limited time for practise at West Point, as compared with the entrants from the large city Universities.

Nathan Beckhardt of the College of the City of New York, and Willis E. Lamb, Jr., of the University of California, tied for second and third, 8-3. Fourth and fifth prizes were divided between Vladimir Grigorieff of the University of Chicago, and Martin C. Stark of Harvard,  $7\frac{1}{2}$ - $3\frac{1}{2}$ . The others were Harold D. Cutler, New York University, 7-4; Seymour Osher, University of Illinois,  $5\frac{1}{2}$ - $5\frac{1}{2}$ ; Edward M. Borsodi, Yale, 4-7; Justin J. Naviski, University of Maine, and Melvin Valk, University of Wisconsin, each  $3\frac{1}{2}$ - $7\frac{1}{2}$ ; Robert Wilson, Hillside College, Mich., 2-9; and Reynold Carlson, Northwestern University of Chicago, 0-11.

The special brilliancy prize, offered by Harold M. Phillips, President of the Intercollegiate Chess League, and referee of the tournament, was won by Beckhardt for his game against Valk.

The chess feature which is lasting through the Fair is the Chess Museum, occupying one corner of the vast Hall of Science. Unique and costly sets of various makes and ages were brought together for a very interesting display. Many were borrowed from the collections of Gustavus A. Pfeiffer, Donald M. Liddell, Kermit Roosevelt and Alfred C. Klahre, all of New York City. A late arrival was the gold Hamilton-Russell Trophy, won by



the American Team at Folkestone, and sent to Chicago by Frank J. Marshall on his return from England. Also represented in the Museum are books, periodicals, and a number of original and ancient manuscripts.

The Joint Committee which made the Chicago chess program possible, was composed of directors of the National Chess Federation acting in conjunction with the Fair officials. Dr. Hugh McKenna was chairman of the Joint Committee, the other members being M. S. Kuhns, S. W. Addleman, Dr. Allan D. Albert, J. L. Bingham, Palmer Dawes, J. E. Dittus, Dr. Burton Hazeltine, H. E. Heick, Edward Lasker, Charles H. Leech, R. R. Longenecker, A. G. Melville, Egbert Robinson, J. C. Balas de Sepec, Louis C. Penfield, and Frederic Ranney Sherwood, Secretary.

\* \* \*

Reuben Fine, champion of the Marshall Chess Club, beat Arthur W. Dake in a match by 4 to 2 and 3 draws. The match was for the best score in ten games, but the last one was not played because it could not affect the result. Fine won the first game, then Dake took the lead by winning the second and fourth. However, Fine came back strongly, capturing the sixth, seventh and ninth games, the others being drawn. The match was played alternately at the Manhattan and Marshall Chess Clubs in New York City.

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Sultan Khan is still the British Champion by virtue of his victory in the tournament at Hastings, July 31 to August 11. It was a close struggle, and he finished with a score of  $9\frac{1}{2}$ - $2\frac{1}{2}$ , only a half point ahead of T. H. Tylor in second place. The other leaders were G. Abrahams, 8-3, C. H. O'D. Alexander,  $7\frac{1}{2}$ - $3\frac{1}{2}$ ; and Sir G. A. Thomas, 7-4. W. Winter had to retire on account of illness after 6 rounds, with  $4\frac{1}{2}$ - $1\frac{1}{2}$  to his credit. He was the only one to beat Sultan Khan.

The Women's Championship was won

by Miss Fatima, a young East Indian girl, thus making an interesting "Double Indian" victory. Both Miss Fatima and Sultan Khan are proteges of Sir Umar Hayat Khan, Mohammedan potentate and wellknown chess patron.

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A National Masters Tournament was held at Aachen, Germany, early in June, under the sponsorship of the *Gross-deutsche Schachbund*, a new German federation which is receiving the support and encouragement of the Government. Dr. J. Goebbels, the German Minister of Propaganda, is the honorary President of the *Schachbund*. A sad note is the virtual exclusion of Jews not only from tournaments, but even from the ordinary chess clubs and cafe playing rooms. That a democratic and universal game like chess should be exposed to such influence is but one more commentary on the thoroughness of the strangling Hitler tactics. The tournament was won by E. Bogoljubow,  $7\frac{1}{2}$ - $3\frac{1}{2}$ , followed by the Berlin masters, K. Richter, 7-4, and K. Ahues and F. Saemish, each  $6\frac{1}{2}$ - $4\frac{1}{2}$ .

The German championship also fell to Bogoljubow in a tournament at Bad Pyrmont, which attracted a very strong field. The winning score of  $11\frac{1}{2}$ - $3\frac{1}{2}$  was very fine, and again proved the easy supremacy of Bogoljubow in German chess. Dr. L. Rodl was second with  $9\frac{1}{2}$ - $5\frac{1}{2}$ , then followed C. Carls and G. Kieninger,  $8\frac{1}{2}$ - $6\frac{1}{2}$ , and K. Helling, B. Koch, K. Richter, F. Saemisch and G. Weissgerber, all 8-7.

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The championship of Canada is to be contested this month at Winnipeg. A good group is to take part from Toronto, comprising Belson, Martin, Compton, Swales, Alpart, and perhaps the city champion, Morrison. Montreal, because of its great distance from Winnipeg, will not be so well represented. It is doubtful whether the Canadian champion, Maurice Fox, will be able to defend his title.



# GAME STUDIES

The following game is from the Jubilee Number of the "Wiener Schachzeitung," marking its tenth anniversary in its present form. Among other features, there are interesting articles by Aron Nimzovitch and Rudolph Spielmann, and biographical studies of several leading young masters. The game is part of the article on Salo Flohr, and is a fine example of his aggressive style.

RUY LÓPEZ

Prague, September, 1928

(Notes by H. Kmoch)

S. Flohr	F. Lustig
White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Q—K2	B—K2
6 P—B3	P—QKt4
7 B—Kt3	P—Q3
8 P—KR3	Kt—QR4
9 B—B2	P—B4
10 P—Q4	Q—B2
11 Castles	Castles
12 P—Q5	P—B5
13 B—K3	B—Q2
14 Kt—K1	Kt—Kt2
15 Kt—Q2	KR—K1
16 P—KKt4	P—Kt3
17 P—B4!	.....

Beginning an attack which in its entirety demonstrates Flohr's fine tactical skill. Black has not played the defense well, and his pieces are so situated that he cannot easily place a piece on K4 after the exchange of Pawns. With 16 P-KKt4 White threatened to win a piece, but Black should not have weakened his position by P-Kt3. Making room for the Knight at either Q2 or Kt1 would have been better.

17 ..... P×P

18 R×P! .....

Preventing Black's intended B-KB1 and B-Kt2.

18 ..... R—KB1

19 R—B2! .....

Now Black cannot play 19 ... B-K1 with the idea of Kt-Q2 and Kt-K4, because of 20 B-R6! White is preparing for the coming advance.

19 ..... Kt—K1

20 KKt—B3 Kt—Q1

21 QR—KB1 P—B3

22 B—R6 Kt—KKt2

23 P—K5!! .....

Bold and strong! With Kt-b2 and Kt-K4 Black would have greatly strengthened his position. The pretty Pawn sacrifice prevents this and considerably strengthens White's attack. The Bishop at B2 obtains an important diagonal, and the QKt gains an entrance at K4.

23 ..... QP×P

23 ... BP×P would allow a decisive attack on the B file, beginning with Kt-Kt5. The Black pieces do not cooperate, and he cannot prevent an eventual entry at either B7 or B8.

24 Kt—K4 Kt—B2

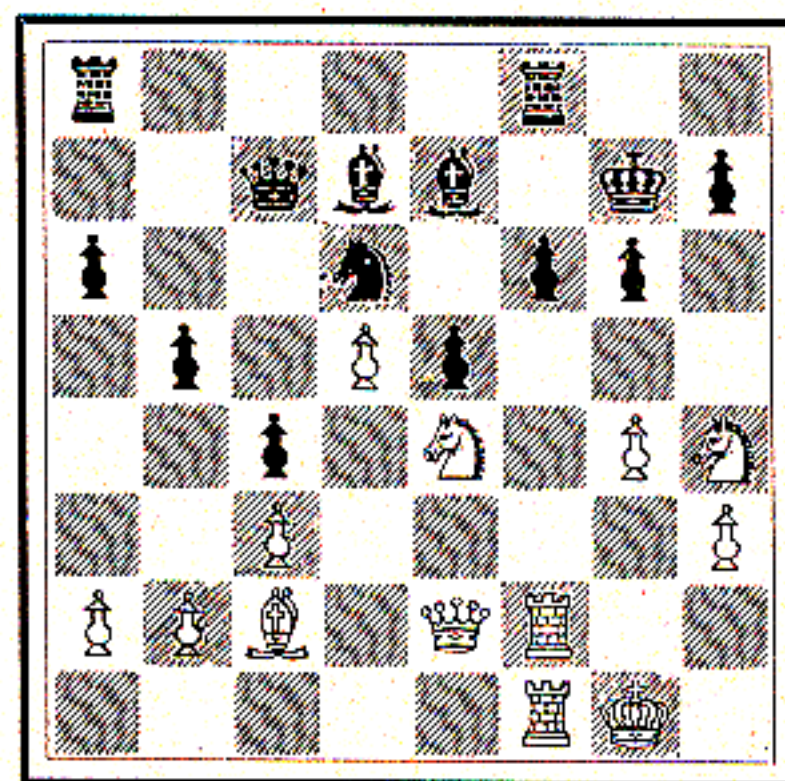
24 ... P-B4 would open the game to the advantage of the attacking side. The game might go 25 B×Kt, K×B (if 25 ... P×Kt? 26 B×R, P×Kt; 27 B-R6! wins); 26 P-Q6! B×P; 27 KtxB, QxKt; 28 R-Q1, Q-K2 (if 28 ... Q-K3; 29 P×P, P×P; 30 R-Kt2ch, K-R1; 31 R×B! wins); 29 QxPch, QxQ (not 29 ... K-B2; 30 Kt-Kt5ch, K-K1; 31 R-K2!); 30 RxBch, K-B3; 31 KtxQ, KxKt; 32 P×P, P×P; 33 R×RP with a winning ending.

25 B×Kt K×B

26 Kt—R4 Kt—Q3

A possibility was 26 ... Kt-Kt4. If then 27 K-R2, KtxKt; 28 QxKt, B-K1 would defend the threat at Kt6, and White could not continue 29 P-Q6?, B×P; 30 Q×R, B-B3!; 31 Q×P, R-QR1, winning the Queen.

F. LUSTIG



S. FLOHR

Position after 26 ... Kt—Q3



27 KtxBP!! . . . . .

An ingenious combination, and the only way to carry through the attack.

27 . . . . . BxKt

Not 27 . . . RxKt; 28 QxKP wins.

28 P—Kt5 Kt—K1?

This allows a fearful catastrophe. Correct was 28 . . . BxKtP; 29 QxPch, K-R3! (if 29 . . . K-Kt1; 30 KtxP!, PxKt; 31 QxB wins); 30 RxR, RxR; 31 RxR, BxKt. Although White can now play 32 BxP! when the piece obviously cannot be taken, there is a saving resource by 32 . . . Q-B4ch; 33 K-R1, Kt-B4!; when White has no better than perpetual check. Best is then 34 BxKt (if 34 RxKt, KxB; 35 R-B1, Q-K2 is a complete defense), QxR; 35 BxB, Q-B8ch; 36 K-R2, Q-B7ch; 37 K-R1, B-Kt6, and White can just draw.

29 KtxP!! . . . . .

Brilliantly played. Black had expected 29 PxPch, RxP, when he had good prospects of beating back the attack.

29 . . . . . PxKt

30 BxP! . . . . .

Flohr conducts the final attack with irresistible vigor.

30 . . . . . KxB

31 Q—K4ch K—Kt2

32 Q—R4! . . . . .

This is the point of the preceding sacrifices. Black is three pieces ahead, but has no defense against the drastic threats.

32 . . . . . K—Kt1

33 PxP KtxP

34 Q—Kt5ch K—R1

35 RxKt Q—B4ch

36 K—R2 Resigns.

A game that clearly shows Flohr's tremendous initiative and courage, as well as his feeling for combination. True, Black erred more than once, but brilliant victories must depend to some extent on misplays of the opposing side.

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Following is a sample game and notes from a forthcoming work, "Fifty Modern Chess Masterpieces," by I. Chernev and F. Reinfeld. The authors have selected fine specimens from the play of practically every master from 1890 right up to the present. They have taken pains to find games not so well known, less than 10%

of them having ever appeared in book form in English.

Each game is preceded by an entertaining introduction, dealing with the styles of the masters, or with the strategical principles involved. The annotations are very comprehensive without being long-winded. The authors have aimed above all at lucid exposition and painstaking explanation.

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## THEORY AND PRACTICE

In chess, as in other fields, there is often a wide discrepancy between theory and practice. Victory does not always go to those who know the most about the game or have the profoundest understanding. For one reason or another they fail in tournament play, either because they lack the necessary concentration and "sitzfleisch," or because they have a flair for analysis but not for over-the-board play.

Professor Becker, the noted editor of the "Wiener Schachzeitung," is a happy exception. He has devoted himself for years to analysis and theoretical research, and yet his play is always fresh and resourceful.

### QUEEN'S GAMBIT DECLINED

Vienna, 1927

**B. Honlinger**      **A. Becker**

White      Black

1 P—Q4      P—Q4

2 Kt—KB3      Kt—KB3

3 P—B4      P—K3

4 B—Kt5      B—K2

5 Kt—B3      Castles

6 P—K3      P—KR3

This move has been played by Tartakower with fair success. The idea is to obtain a favorable position by first ascertaining White's intentions with the Bishop.

7 B—B4 . . . . .

The best move—and the only one with which White may hope to have any initiative—is 7 B-R4!

7 . . . . . P—B4!

Suffices to equalize.



8 PxBP                      BxP  
 9 B—Q3                    Kt—B3  
 10 Q—K2                    .....

Somewhat better would have been 10 P-KR3 in order to retain the QB, but after 10 ... PxB; 11 BxP, Black clearly has nothing to fear.

10 .....                    Kt—KR4  
 11 B—Kt3                   KtxB  
 12 RPxKt                   P—Q5

The continuation 12 ... PxB; 13 BxP, P-K4 was safer, and would have assured Black a good game with his freely functioning Bishops. The text-move, if more enterprising, is at the same time more risky and requires great care.

13 PxB                      KtxP  
 14 KtxKt                    BxKt

Black has obtained a promising position, and it is not surprising that Honlinger, having lost the initiative, feels that he must undertake a desperate attack at all costs.

15 R—Q1                    BxKtch  
 16 PxB                      Q—R4

White's Q side pawns are fatally weak now.

17 Q—Q2                    .....

Not only protecting the BP but also threatening RxP.

17 .....                    P—K4!

Well played! if now 18 RxP, PxR; 19 QxP, P-K5!!; 20 BxP, QxPch, followed by 21 ... Q-Kt2.

18 B—K4                    .....

Renewing the threat.

18 .....                    B—Kt5!

After the more obvious 18 ... P-B4, White could extricate himself from all his difficulties by 19 Q-Q5ch, QxQ; 20 BxQch, K-R2; 21 R-QKt1, R-QKt1; 22 P-B5!

19 RxP?!                    .....

This wild continuation seems full of promise, whereas with 19 P-B3, KR-Q1 would relinquish all his attacking chances.

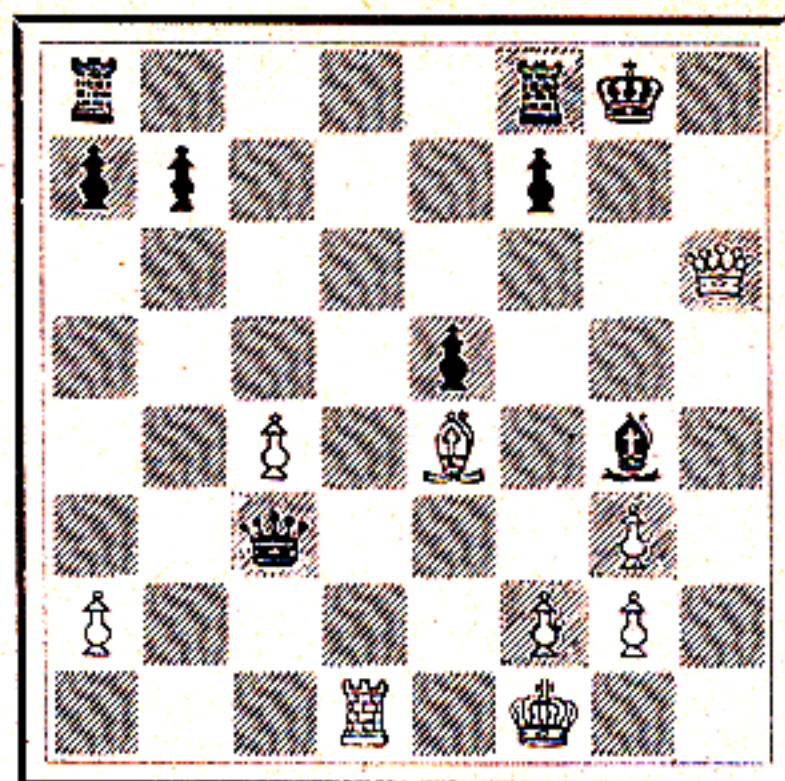
19 .....                    PxR!

Seemingly dangerous, but Black has a hidden resource up his sleeve. 19 ... BxR would of course yield only a draw.

20 QxP                      QxPch!  
 21 K—B1                    .....

Not 21 R-Q2, Q-B8ch. But after White's last move it looks as if Black's resignation were in order. If now 21 ... KR-Q1, then mate in 4, or 21 ... P-B4; 22 B-Q5ch, while 21 ... QxPch is seemingly equally ruinous because of 22 B-Q3, attacking the Queen and still threatening mate.

A. BECKER



B. HONLINGER

*Position after 21 K—B1*

21 .....                    QxPch!

Despite all appearances to the contrary, the text-move provides an adequate defense.

22 B—Q3                    .....

Of course!

22 .....                    B—K7ch!!

This problem move is the point of Black's magnificent and farsighted defensive plan initiated on his 18th move.

23 BxB                      .....

Or 23 KxB, Q-Kt5ch and 24 ... Q-Kt2.

23 .....                    Q—K3

And now the attack is definitely repulsed.

24 Q—Kt5ch                Q—Kt3

25 QxP                      QR—Q1

26 R—B1                    .....

A last-minute trap; if 26 ... Q-KR3 (the double threat of QxRch and Q-R8 mate seems impossible to parry); 27 P-B4! Q-R8ch; 28 K-B2 and now 28 ... QxR would allow a perpetual check.

26 .....                    KR—K1!

But Black does not occupy himself with such trivialities.

27 Q—QB5                    .....

Forced. 27 Q-Kt2 is met by 27 ... Q-KR3; 28 P-B4, Q-R8ch; 29 K-B2, RxBch! and if 28 K-Kt1, R-Q7 or 28 ... RxB.

And after 27 Q-B3, Q-KR3 is again the winning move: 28 P-B4 (forced), Q-R8ch; 29 K-B2, RxBch; 30 KxR, QxPch; 31 K-K3 (31 K-K1, R-K1ch), R-K1ch; 32 K-Q4 (K-Q3 allows mate in 2), Q-K5ch, etc.

27 .....                    RxB!

White resigns, as he does not care to investigate the possibilities of 28 KxR, Q-Q6ch.

Steinitz would have enjoyed this game!

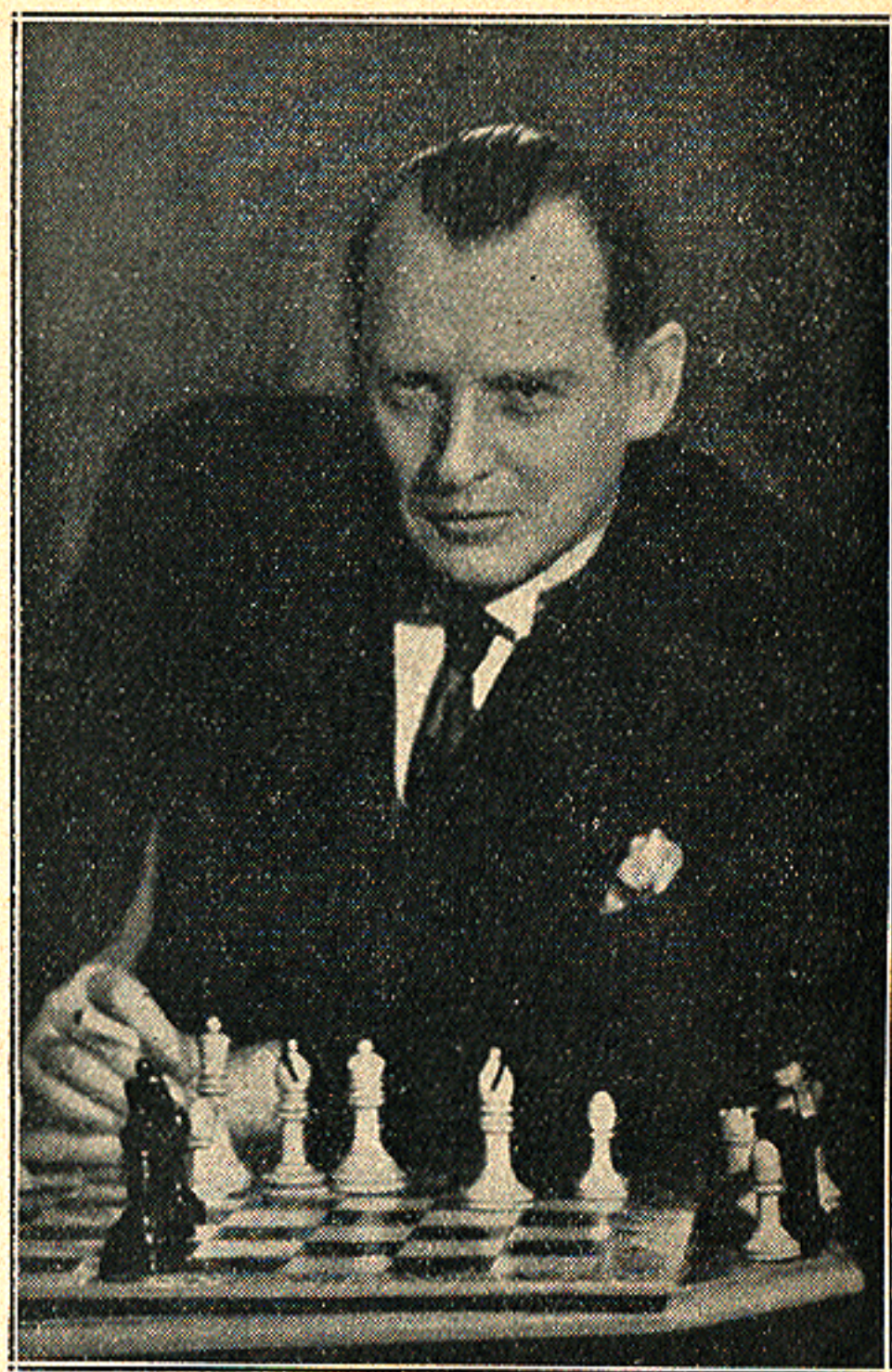


# INTERVIEW WITH DR. ALEKHINE

By I. Kashdan

WHEN we learned that Dr. Alekhine, Chess Champion of the World, was to visit this country, we determined to interview him, and get his thoughts on the various topics of chess interest. It was easier said than done. He arrived in New York on the morning of July 17, but was off for Chicago two hours later to take part in the chess program at the World's Fair. When he returned to New York, it was only to take boat for Puerto Rico, where a series of exhibitions and a four game match with Citron awaited him. Then there was a simultaneous exhibition in Washington to be attended to before Alekhine finally landed in New York to stay for a few days. We then seized the opportunity to get him into a corner, ask him a few questions, and just let him talk.

He had done so much traveling recently that we first asked him about that. Did he enjoy that mode of life? Did he intend to keep it up indefinitely, or slow down in the near future? "I found my trip around the world very fascinating," he told us. "Particularly in Asia I was interested in the number of different peoples that play chess, and also in the varieties of the game itself. It is there that chess probably originated. I found several simple forms, and others even more complicated than the game we know. It may be, in time, that we can combine the best features of the Oriental game with our chess. This would be a more natural evolution than adding new pieces and squares, or some of the other changes that have been proposed. I do not believe that chess needs any change at present, as it still holds new wonders, and will continue to do so for years to come."



DR. A. ALEKHINE

As to his continued traveling: "I do not believe it is the function of the World's Champion to go on constant barnstorming tours. I wanted to make the world trip to become personally familiar with the conditions of chess playing everywhere, and also to meet so many individuals whom I had known through magazine pages or correspondence. But I believe I can do more for chess in other ways, notably by writing. With more leisure, I could work out methods of instruction, and perhaps eventually be at the head of a vast system of schools and coaches, as has happened in contract bridge under Ely Culbertson. This would mean many new converts of chess, and cause a great awakening of public interest, as more and more people were initiated into the mysteries of our glorious game.

"Such activities would by no means limit my practical playing. I am always ready to defend the title against any recognized



challenger who can meet the set conditions. I am also ready to participate in any important tournaments, and in fact have always sought the opportunity of playing."

We were curious about his blindfold record in Chicago, where he played 32 simultaneously. We wondered whether he had approached the limit in this field. "I found less difficulty in playing 32 games than I had anticipated, considering that it was my first performance on such a scale in six years. But I would have no fear in tackling 35, and possibly up to 40. I can carry that many games in my mind, but every additional game means more time, and the element of fatigue enters. It might be an idea to devote two days to such an exhibition. I would of course agree not to look at a chessboard at any time until the performance was over. Under those conditions, I am confident I could carry on 40 games blindfold, and would not set the limit even there."

Is there any advantage in blindfold play? "To the player, no. There is no doubt that a man cannot play his best chess under such a handicap. Frequent blindfold seances are a considerable drain on one's vitality. But the advantage is the spectacular element involved. The general public will be attracted to a record performance, even if they don't know the moves of the game. Anything that develops

such interest is valuable to the further spreading of chess knowledge."

We wanted to know what he thought of the American players, and how they compared with the younger European stars. "Your double success in the International Team Tournaments has put America in the first rank among the chess playing nations. No other country has so many promising young masters. In New York City alone you have at least a dozen young men who have nothing to fear from the leaders of any country in Europe. I predict many new successes, and you have enough talent developing to keep in the top flight indefinitely."

We thanked him cordially for these kind views and hope he will prove a good prophet. For the next few months, Dr. Alekhine has a full schedule ahead of him. He is shortly to embark on tours through Holland and Czechoslovakia. Then he will take part in the Christmas Congress at Hastings. This may lead to a tour in England.

Next year may mark the return match with Bogoljubow, whose recent challenge is referred to in our news section. When Alekhine will return to these shores is a matter for the future. He expressed himself as very well pleased with his receptions in this country, and is looking forward to further visits here.

## BOOK REVIEW

### *Modern Chess Endings*

By *Barnie F. WINKELMAN*

Here is a book that has been needed for some time—a really comprehensive work on endings in the English language. Mr. Winkelman, with the thoroughness which also characterises his previous book "Modern Chess", treats his subject from every angle, giving exhaustive examples of every branch of endgame strategy.

There are chapters on simple endings, and others only apparently simple. A new field is the discussion of the styles of various masters of the endgame, such as Pillsbury, Dr. Lasker, Capablanca, Alekhine, Marshall and Kashdan.

So much for the practical ending. The final chapters are devoted to endgame composition, with numerous examples from the best efforts of Troitsky, Kubbel, and Rinck. There is enough material for study by all classes of players, from beginner to master.



# GAME DEPARTMENT

Game No. 66

CARO-KANN DEFENSE

Washington, August, 1933

(Notes by I. Kashdan)

Dr. A. Alekhine I. S. Turover and  
W. K. Wimsatt

White

Black

1 P-K4	P-QB3
2 P-Q4	P-Q4
3 PxP	PxP
4 P-QB4	.....

The most enterprising method of treating this opening, which Dr. Alekhine has done much to popularize. The older 4 B-Q3, Kt-QB3; 5 P-QB3, Kt-B3; etc., gives White no advantage.

4 .....	Kt-QB3
5 Kt-QB3	Kt-B3
6 Kt-B3	B-Kt5
7 B-K2	.....

An interesting idea to sacrifice a Pawn for development, successfully tried by Mikenas against Flohr at Folkestone. The "book" here is 7 PxP, KKtxP; 8 B-QKt5, Q-R4; 9 Q-Kt3, BxKt; 10 PxP, KtxKt; 11 PxKt, with better prospects for White.

7 .....	P-K3
---------	------

Playing safe. The game referred to went 7 ... PxP; 8 P-Q5!, BxKt; 9 BxB, Kt-K4; 10 Castles, Q-Q2; 11 Q-K2, KtxBch; 12 QxB, Castles QR; 13 P-QKt3! with a powerful attack resulting in a brilliant victory for Mikenas.

8 P-B5!	.....
---------	-------

This gives White the advantage. Black can never play P-K4 because of the weak QP resulting, and the White Pawns restrain his game considerably.

8 .....	B-K2
9 Castles	Castles
10 B-K3	Kt-K5

The best chance for counter-play. If 10 ... P-QKt3; 11 Q-R4! is annoying. If then 11 ... R-B1; 12 B-R6, R-B2; 13 Kt-QKt5, R-Q2; 14 Kt-K5!, KtxKt; 15 PxKt, Kt-K5; 16 P-B6 wins. But not 16 P-B3?, KtxP!; 17 BxKt, BxBch, etc.

11 Q-Kt3	Q-Q2
12 KR-Q1	P-B4

The correct plan, to advance on the K side, and thus balance White's advantage on the other wing.

13 P-KR3	BxKt
----------	------

But this is inferior to the retreat, 13 ... B-R4, when Black can prepare for P-KKt4 and Kt5, etc. If 14 Kt-K5, KtxKt; 15 BxB, Kt-B5; 16 B-B1 (to preserve the two Bishops), P-QKt3; 17 PxP, QR-Kt1! is effective.

14 BxB	Kt-Kt4
15 BxKt	.....

Forced. If 14 B-K2, P-B5; 15 B-QB1, P-B6! with a strong attack. But after the exchange White has considerably strengthened his K side, whereas the advance with P-QKt4, P-QR4, etc., cannot be long delayed.

15 .....	BxB
16 Q-R4	B-B3
17 R-Q3	R-B2
18 QR-Q1	.....

Defending the QP as a preliminary to P-QKt4.

18 .....	Kt-Q1
----------	-------

Losing time. 18 ... P-KKt4, followed by R-Kt2, etc., offered better prospects.

19 Q-B2	Kt-B3
20 P-R3	R-K1

If 20 ... P-QR4; 21 Kt-R4, B-Q1; 22 Q-Kt3 (not 22 R-Kt3, Kt-K4!) followed by Kt-Kt6, with an attack on the Q side Pawns.

21 P-QKt4	P-QR3
22 Q-Kt3	K-R1
23 P-QR4	Q-B1
24 Q-R3	P-KKt3

Of course not 24 ... P-KKt4; 25 B-R5 wins. But 24 ... R-Kt1, and P-KKt4 were in order. Black cannot afford to play passively.

25 P-Kt5	Kt-Q1
----------	-------

If 25 ... Kt-R4; 26 Q-Kt4, Kt-B5; 27 B-K2, followed by R-B3, when the Black Knight has no escape.

26 B-K2	Q-B2
27 R-B3	PxP
28 PxP	KR-K2
29 Q-Kt4	K-Kt2
30 P-Kt6!	.....

Closing in on Black, with the entry through the QR file to supply the finishing touch.

30 .....	Q-Kt1
31 B-Kt5	R-R1
32 R-R1	P-R4



Striving for an attack which succeeds in enlivening the game, but White has made too much headway.

33 R—R7	P—Kt4
34 P—B6!	Kt—B2

Of course not 34 ... PxP; 35 RxRch. The Pawn now becomes an enormous power.

35 P—B7	Q—QB1
36 R—K3	P—B5
37 R—K1	P—Kt5

Black cannot prevent what follows, as his pieces can hardly move.

38 KtxP!	PxKt
39 RxR	BxR
40 QxB	Q—B4
41 RxP	Q—Kt8ch
42 B—B1	Resigns.

The threat is 43 P-B8(Q) or even 43 QxKtch! If 42 ... R-QB1; 43 R-Kt8 (43 Q-Q7 would allow 43 ... P-Kt6; 44 QxR, Q-K8, though 45 Q-Kt8ch! would still win). Q-B4; 44 P-Kt7!, etc. Played in the champion's vigorous style.

\* \* \*

### Game No. 67

#### NIMZOVITCH DEFENSE

New York, July, 1933

(Notes by I. A. Horowitz)

<b>R. Fine</b>	<b>A. W. Duke</b>
White	Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 Q—B2	Castles
5 P—QR3	BxKtch
6 QxB	P—Q3
7 P—K3	P—QKt3

Or 7 ... Q-K2 followed by P-K4, developing the B on its original diagonal.

8 B—Q3	B—Kt2
9 P—B3	Kt—R4
10 Kt—R3	Q—R5ch
11 Kt—B2	P—KB4
12 Castles	Kt—Q2
13 B—Q2	P—K4

This permits White to shut out the B from its commanding diagonal. Instead 13 ... R-B2 followed by QR-KB1 and P-KKt4, after bringing the Q into safety, was the proper plan to pursue.

14 P—Q5	P—R4
---------	------

Inconsistent. The break at QB5 is inevitable, and the attempt of the text move to forestall it

not only loses time but also makes it more effective when it does arrive. White is now able to force open the QR file to his advantage. 14 ... Q-K2, followed by P-KKt4 was again indicated.

15 P—QKt4	P—Kt3
-----------	-------

The reason for this move is not quite apparent.

16 Kt—R3	Q—K2
17 Q—Kt2	PxP

Opening the QR file to White's advantage, made necessary by Black's 14th move.

18 PxP	KKt—B3
19 P—K4	P—B5
20 Kt—Kt5	KR—Kt1
21 Kt—K6	Kt—B1
22 KtxKt	QxKt
23 RxR	RxR
24 R—R1	.....

Now White seeks to exchange all the major pieces, as the advantage of his two Bishops, coupled with the threat of the eventual break, should prove sufficient to win.

24 .....	Kt—Q2
25 P—R3	K—B2
26 P—B5!	.....

At last comes the break with telling effect.

26 .....	KtPxP
27 B—Kt5!	RxRch
28 QxR	K—K2
29 BxKt	.....

Ignoring the threat of Bishops of opposite colors, as the weakness of Black's Pawn chain is enough to ensure White's ultimate victory.

29 .....	KxB
30 PxP	K—K2
31 B—Kt4	B—B1
32 PxPch	PxP
33 BxPch	Resigns.

Black apparently overlooked this possibility on his 31st move, but the position was already lost.

\* \* \*

### Game No. 68

#### ENGLISH OPENING

New York, July, 1933

(Notes by I. A. Horowitz)

<b>A. W. Duke</b>	<b>R. Fine</b>
White	Black
1 P—QB4	P—K4
2 Kt—QB3	Kt—QB3
3 P—KKt3	P—Q3
4 B—Kt2	B—K3



5 P—Q3	P—B3
6 P—B4	Q—Q2
7 Kt—B3	KKt—K2
8 P—K4	B—R6
9 Castles	BxB
10 KxB	P—KR4

The idea of exploiting the weakness of the White squares was correct, but the timing was faulty. First 10 ... P-KKt3, followed by B-Kt2, and Castling either King or Queen side, whichever the position may warrant, was preferable.

11 P—KB5	P—KKt3
12 Kt—Q5	B—Kt2
13 Kt—R4	PxP
14 KKtxP	KtxKKt
15 RxKt	Kt—Q5
16 RxRP	.....

Safely capturing a Pawn, the result of Black's impetuous 10th move.

16 .....	Castles QR
17 Kt—K3	B—R3
18 Kt—B5	KtxKt
19 RxKt	BxB
20 RxB	Q—R2
21 P—KR4	QR—Kt1
22 P—R5	.....

Necessary for if 22 K-R3, RxPch!; 23 KxR, QxPch; 24 K-B3, Q-R7, with at least a draw.

22 .....	R—Kt2
23 RxBP	.....

If instead 23 Q-B3, R(R)-Kt1; 24 R-KKt1, RxPch; 25 QxR, RxQch; 26 KxR, Q-R3; with chances for a perpetual check.

23 .....	KR—Kt1
24 R—Kt6	RxR
25 PxR	QxP
26 Q—B3	K—Kt1

To avoid exchanging Queens by Q-B5ch.

27 R—B1	Q—R3
---------	------

A mistake which permits White to force the exchange of Queens. 27 ... P-Kt3, would still leave a very difficult game.

28 Q—B6	QxQ
---------	-----

Forced, otherwise Q-B8 threatens mate. The ending is now easily won.

29 RxQ	P—Kt3
30 R—B5	K—Kt2
31 P—QKt4	K—B3

32 K—B3	P—R4
33 P—R3	R—KR1
34 P—Kt5ch	K—Kt2
35 K—Kt2	R—KKt1
36 R—R5	R—Kt3
37 R—R4	R—Kt2
38 P—Kt4	P—B3
39 K—Kt3	PxP
40 PxP	R—QB2
41 P—Kt5	R—B6
42 R—R7ch	Resigns.

\* \* \*

Game No. 69

ENGLISH OPENING

New York, July, 1933

(Notes by I. A. Horowitz)

<b>A. W. Dake</b>	<b>R. Fine</b>
White	Black

1 P—QB4	Kt—KB3
2 Kt—KB3	P—B4
3 P—Q4	PxP
4 KtxP	P—K4

An early attempt to seize the initiative, the merit of which is questionable.

5 Kt—Kt5	.....
----------	-------

5 Kt-KB3, P-K5; 6 Kt-Q4, P-Q4; 7 Kt-QB3, PxP; 8 B-Kt5 followed by P-K3 is a good alternative.

5 .....	B—Kt5ch
---------	---------

Not 5 ... P-Q4; 6 PxP, KtxP; 7 QxKt, QxQ; 8 Kt-B7ch, etc.

6 B—Q2	.....
--------	-------

Or 6 QKt-B3, P-Q4; 7 PxP, Castles; and Black regains his Pawn with a satisfactory position.

6 .....	B—B4
7 B—B3	Q—Kt3
8 P—K3	P—QR3
9 KKt—R3	.....

If 9 P-QKt4, PxKt; 10 PxB, QxP; 11 PxP, Kt-K5 and Black stands well.

9 .....	Kt—B3
10 B—Q3	Castles
11 Castles	P—Q3
12 Kt—B2	B—K3
13 P—K4	.....

Forestalling P-Q4, but at the expense of extending the scope of Black's KB, which now bears on B7 with telling effect.



13 ..... Kt—KKt5

14 Q—B3 .....

Or 14 Q-K2, KtxBP; 15 RxKt, P-B4; 16 P-QKt4, BxRch; 17 QxB, QxQch; 18 KxQ, PxPch, etc.

14 ..... P—Kt3

15 Kt—Q2 KtxBP!

16 RxKt P—B4

17 PxP .....

If 17 Q-K2, BxRch as in the previous variation.

17 ..... BxKBP

18 BxB RxB

19 Q—Q5ch K—Kt2

20 Kt—K4 BxRch

At last capitalizing his advantage by a gain in material, but the position still requires careful play.

21 K—R1 QR—KB1

22 KtxP KR—B3

23 Kt—K4 .....

Black threatened B-B4, which would win a piece, because of the mating threat.

23 ..... R—Q1

24 KtxR RxQ

25 KtxR Q—B4

26 P—QKt3 P—QKt4

27 Kt—B4 Q—Q3

28 R—KB1 B—Q5

With this simplifying move, White's hopes for a draw are gone.

29 KtxB KtxKt

30 Kt—Q5 PxP

31 PxP Q—B4

32 B—Kt4 QxP

33 B—B8ch K—R1

34 Kt—K3 Q—K7

35 B—R6 Kt—B4

Resigns.

\* \* \*

Game No. 70

FRENCH DEFENSE

Mährisch-Ostau, July, 1933

(Notes by I. Kashdan)

K. Gilg

White

1 P—K4

2 P—Q4

3 Kt—QB3

V. Petrow

Black

P—K3

P—Q4

Kt—KB3

4 B—KKt5

B—K2

5 P—K5

KKt—Q2

6 P—KR4

P—QB4

If 6 ... BxB; 7 PxB, QxP; 8 Kt-R3!, Q-K2; 9 Kt-B4, and White has a powerful attacking position for the Pawn. 6 ... P-QR3 or the more complicated 6 ... P-KB3 are alternatives to the text.

7 BxB

QxB

Because of the dangerous threat of Kt-Kt5, Black usually plays 7 ... KxB; 8 Q-Kt4, K-B1, and although the K side seems weak, Black's attack on the center is difficult to parry.

8 Kt—Kt5

Castles

Sacrificing at least the exchange, but planning an attack based on White's loss of time. The alternative is 8 ... K-Q1 (not 8 ... Kt-Kt3; 9 Kt-Q6ch, K-Q1; 10 PxP, Kt(Kt3)-Q2; 11 P-KB4, KtxBP; 12 P-B4! with a winning game); 9 Kt-Q6, PxP; 10 P-KB4, Kt-QB3, followed by P-B3, with interesting complications.

9 Kt—B7

PxP

10 KtxR

P—B3

Allowing the Kt to escape. Black plays consistently to open the lines, and completely disregards his material loss. Sounder was 10 ... KtxP, followed by QKt-B3 and P-QKt3, etc.

11 Kt—B7

PxP

12 Kt—Kt5

P—QR3

13 KtxP

.....

Getting rid of the dangerous Pawns. But having gone so far, White should have kept the piece with 13 Kt-R7. If then 13 ... Q-Kt5ch; 14 Q-Q2, QxP; 15 R-Q1, Kt-B4; 16 KtxB, RxKt; 17 P-B3, and it is doubtful whether Black has enough equivalent for the Rook minus.

13 .....

PxKt

14 QxP

Kt—QB3

15 Q—Q2

Kt—B3

16 B—Q3

P—K4

17 Castles QR

P—K5

The strong Pawns give Black excellent chances, although he is still the exchange behind.

18 B—K2

B—K3

19 K—Kt1

P—Q5

20 P—R3

P—QKt4

21 Kt—R3

R—B1

22 Kt—Kt5

.....



The Kt is insecurely placed here, but if 22 Kt-B4, B-B4, threatening P-K6, is difficult to meet.

22 ..... B-Q4

If now 22 ... B-B4; 23 Q-B4, Q-B4; 24 P-KKt4, etc.

23 P-KB3 .....

Allowing Black's advance is very risky. But White is hard up for good moves.

23 ..... P-K6

24 Q-Q3 Q-Q2!

Threatening to win the Queen by B-B5, which forces a further weakening.

25 P-B3 PxP

26 QxBP P-Kt5!

Starting an energetic combination, which should only have succeeded in drawing, however.

27. PxP Kt-Q5!

28 QxKt? .....

But this loses quickly. Necessary was 28 QxRch, QxQ; 29 RxKt. Black's best would then be 29 ... Q-B4ch; 30 K-B1 (if 30 K-R1, Q-B7 wins, or 30 B-Q3, Q-K4; 31 R-Q1, QxR! 32 BxPch, KtxB; 33 RxQ, P-K7! wins), Q-B1ch; 31 K-Kt1 (if 31 K-Q1, P-R3; 32 Kt-K4, B-Kt6ch; 33 K-K1, KtxKt; 34 PxKt, Q-B8ch; 35 B-Q1, BxB; 36 RxB, QxP, with a winning end-game), Q-B4ch, and draws by perpetual check.

28 ..... Q-R5

29 P-QKt3 BxKtP

30 B-B4ch .....

The best chance, to at least delay matters. If 30 Q-Kt2, B-B7ch wins at once.

30 ..... BxB

31 Q-Kt2 Kt-Q4

32 R-Q4 B-R7ch??

With the win at hand, Black throws away the game. His idea is if 33 QxB, Kt-B6ch, but he overlooks that the Knight is pinned! He had an easy victory in several ways, the quickest being 32 ... B-Kt6; 33 R-QB1, B-R7ch; 34 K-R1, RxRch; 35 QxR, B-Kt6ch, forcing mate.

33 QxB QxQch

34 KxQ Kt-B6ch

35 K-Kt2 Resigns.

A highly interesting game, despite the bad misplays on both sides.

# Game No. 71

## QUEEN'S INDIAN DEFENSE

New York, June, 1933

(Notes by I. A. Horowitz)

E. S. Jackson

R. Willman

White

Black

1 Kt-KB3

Kt-KB3

2 P-Q4

P-K3

3 P-B4

P-QKt3

4 P-KKt3

B-Kt2

5 B-Kt2

B-Kt5ch

6 B-Q2

Q-K2

7 Castles

Castles

8 Kt-B3

BxQKt

9 BxB

P-Q3

10 Q-B2

QKt-Q2

11 QR-Q1

Kt-K5

12 Kt-Q2

.....

Better is 12 Kt-Kt5, QxKt; 13 BxKt, when White retains the slight advantage of B for Kt.

12 ..... KtxB

13 QxKt BxB

14 KxB P-KB4

15 P-K3 Kt-B3

The balanced position calls for a logical method of play. White is to advance his Queen side Pawns and eventually break at QB5, and Black should counter with a timely advance of his King side Pawns. 15 ... R-B2, followed by QR-KB1 and P-KKt4, was indicated.

16 P-B3

QR-K1

17 P-QKt4

P-K4

18 P-Q5

P-K5

18 ... P-KKt4 appears to be more accurate. The text gives up the central square Q4, which White may occupy with his Kt, and gets nothing in return.

19 P-B4

Kt-Kt5

20 Kt-Kt3

Q-B3

21 Kt-Q4

P-KR4

22 P-KR4

.....

22 P-KR3 first, driving the Kt, and then P-KR4 gains an important tempo.

22 ..... P-R4

Black's King side attack being effectively defeated, he is now met with the problem of repelling White's Queen side advance. As no happy solution suggests itself, Black adopts the text to create a diversion.

23 PxP

R-R1



If instead 23 ... PxP; 24 R-QKt1, followed by R-Kt5, and White's position is superior.

24 PxP	RxPch
25 R-Q2	R-R5

25 ... RxRch; 26 QxR, PxP; 27 R-QKt1 would still leave White with the upper hand. The text threatens 26 ... RxP; 27 QxR, KtxPch winning the Q.

26 R-K1	.....
---------	-------

But here White misses an opportunity. Instead 26 P-Kt7 would leave Black defenseless against the menacing Pawn. 26 P-Kt7, R-Kt1; 27 R-QKt1, RxBP; 28 Q-R3!, etc.

26 .....	PxP
27 Q-Kt3	KR-R1
28 QxP	RxP
29 Q-Kt7	R-R6
30 Q-Kt8ch	K-R2
31 Kt-K6	.....

Threatening 31 Kt-Kt5ch, K-Kt3; 32 Q-K8ch, K-R3; 33 Q-R8ch, K-Kt3; 34 Q-R7 mate.

31 .....	Q-K2
32 R-Kt2	KtxPch?

Missing a chance. 32 ... RxP; 33 RxR, KtxRch; 34 K-R3, R-B8; 35 Kt-Kt5ch, K-Kt3; 36 Q-KR8, R-R8ch; 37 R-R2, RxRch; 38 KxR, Kt-Kt5ch; 39 K-Kt2, Kt-B3 wins.

33 RxKt!	RxR
34 Kt-Kt5ch	K-Kt3
35 Q-KR8?	.....

35 R-Kt7, R-B7ch; 36 K-B1 (K-R3, R-K7!), R-R6 wins for Black. But 35 R-Kt6!, R-B2; 36 Q-K8ch!! (QxQ; RxPch and mate), K-B3; 37 QxP and Black is helpless.

35 .....	R(B5)-B6
36 Q-R7ch	K-B3
37 QxRP	RxPch
38 K-R2	Q-R2
39 Q-Q1	Q-K6
40 Q-KB1	R-R6ch
41 KtxR	Q-Kt6ch
42 K-R1	QxKtch
43 QxQ	RxQch
44 K-Kt2	RxP
45 R-KB2	R-Kt5ch
46 K-B1	P-Kt4

Resigns.

## Game No. 72

### ZUKERTORT GAME

New York, June, 1933

(Notes by I. A. Horowitz)

<b>R. Willman</b>	<b>A. Denker</b>
White	Black

1 Kt-KB3	P-Q4
2 P-B4	P-Q5
3 P-QKt4	P-QB4
4 P-K3	P-KKt3

4 ... PxKP; 5 BPxP, PxP; 6 P-Q4 leads to the Blumenfeld variation, White having a move in hand. The strong center would more than compensate for the Pawn minus.

5 B-Kt2	.....
---------	-------

Instead 5 KPxP, PxP; 6 P-Q3 followed by the fianchetto of the KB, commanding the strong diagonal KR1-QR8, was more exact. The development of the QB should be determined only after the position assumes a definite form.

5 .....	B-Kt2
6 KtPxP	.....

Here again 6 PxQP, playing for a Queen side Pawn majority, offers better prospects. The text permits Black to establish a firm center, with little counter-play for White.

6 .....	Kt-QB3
7 P-Q3	P-K4
8 PxP	.....

A good alternative would be 6 P-K4, followed by P-KKt3 and B-Kt2, and the eventual break by P-KB4.

8 .....	PxP
9 QKt-Q2	P-B4
10 B-K2	.....

The scope of the B is very limited on this square. P-KKt3 and B-Kt2 was again indicated.

10 .....	Kt-R3
11 Castles	Castles
12 R-K1	P-KKt4

White's inaccurate handling of the opening permits Black to become the aggressor.

13 Kt-Kt3	P-Kt5
14 Kt(B3)-Q2	B-K4
15 B-KB1	BxPch?

Too impetuous. 15 ... Q-B3 followed by B-Q2 and QR-K1, would lend great impetus to Black's onslaught.

16 KxB	Q-R5ch
17 K-Kt1	P-B5
18 KtxP	.....

A simple and effective defense.



18 ..... KtxKt  
If instead 18 ... P-Kt6; 19 PxP, PxP; 20 Kt(Q4)-B3, and the attack is beaten back.

19 BxKt Kt-B4  
20 B-K5 .....

The only move, but quite satisfactory.

20 ..... P-Kt6  
21 PxP PxP

21 ... KtxP; 22 Kt-B3 leads to nothing.

22 Kt-B3 Q-R4  
23 R-K4 .....

White now comes into his own, and quickly concludes the game.

23 ..... B-Q2  
24 Kt-R4! Kt-Kt2  
25 BxKt QxPch?  
26 B-Q4 Resigns.

\* \* \*

### Game No. 73

#### QUEEN'S INDIAN DEFENSE

Bad Pyrmont, July, 1933

(Notes by I. Kashdan)

**E. Bogoljubow** **F. Saemisch**

White

Black

1 P-Q4 Kt-KB3  
2 P-QB4 P-K3  
3 Kt-KB3 P-QKt3  
4 P-K3 .....

4 P-KKt3, to balance the effect of Black's fianchetto, is the approved line. However, the text, being a normal developing move, is also good.

4 ..... B-Kt2  
5 B-Q3 B-Kt5ch  
6 KKt-Q2 .....

Seemingly loss of time, but the idea is to clear the way for P-B3 and P-K4, if necessary, to block the B at Kt2. White's Queen side pieces will have no trouble in developing.

6 ..... Castles  
7 Castles BxKt

Black should wait till this is forced. 7 ... P-Q4, followed by QKt-Q2 and P-B4, is a good plan.

8 KtxB P-Q3  
9 P-QKt4 .....

White has a good hold on the position, and this and the next moves further restrict Black's game.

9 ..... QKt-Q2

10 B-Kt2 P-K4  
11 Q-B2 Q-K2  
12 P-QR4 P-B4

Opening the lines only helps White, but there is little better. If 12 ... P-QR4; 13 PxRP, RxP; 14 Kt-Kt3, QR-R1; 15 P-R5! Or 12 ... P-Q4; 13 P-B5! with marked advantage for White in both cases.

13 KtPxP KtPxP  
14 P-Q5 QR-K1  
15 Q-B3! .....

Preventing 15 ... P-K5, when 16 KtxP! would win. Although the diagonal is at present closed, it exercises a restraining influence on Black's plan to advance on the K side.

15 ..... Kt-R4

Losing time. 15 ... R-Kt1, followed by Kt-K1 and P-B4 is a better sequence.

16 B-K2 KKt-B3  
17 P-B3 Kt-Kt1  
18 QR-K1 KKt-Q2  
19 P-B4 P-B4  
20 Kt-B3 P-KR3

If 20 ... P-K5; 21 Kt-Kt5 and Kt-K6 follows.

21 PxP PxP  
22 P-Kt3 P-Kt4

Far too risky in view of Black's generally inferior position. 22 ... P-B5 would not do because of 23 KPxP, PxP; 24 B-Q3, Q-B2; 25 B-R3; 29 KR-R3, etc.); 21 Q-K5 with a winning sition, would have offered some resistance.

23 Kt-Q2 P-Kt5  
24 P-K4! Kt-Kt3

A diversion which doesn't help matters. If 24 ... Q-Kt4; 25 PxP, RxP; 26 Kt-K4, RxRch; 27 RxR, Q-Kt3; 28 B-Q3, Q-R3 (there is no better square); 29 R-B4!, P-R4; 30 R-B5 wins easily.

25 B-Q1 Q-Q2  
26 P-R5 Kt-R5  
27 BxKt QxB  
28 PxP Kt-Q2  
29 Kt-K4 B-R3  
30 P-B6 QxBP

This loses a piece, but there is nothing to do.

31 QxQ BxQ  
32 P-B7ch! RxP  
33 RxR KxR  
34 Kt-Q6ch K-K2  
35 KtxB Resigns.



## Game No. 74

## RUY LÓPEZ

Bad Pyrmont, July, 1933

(Notes by I. Kashdan)

**E. Bogoljubow P. S. Leonhardt**

White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Castles	B—K2
6 R—K1	P—Q3

Probably the strongest defense is the Rubinstein variation, 6 ... P-QKt4; 7 B-Kt3, P-Q3; 8 P-B3, Kt-QR4; 9 B-B2, P-B4; 10 P-Q4, Q-B2, etc.

7 P—B3 . . . . .

Also good is 7 BxKtch, PxP; 8 P-Q4, obtaining command of the center, though the two Bishops are an asset for Black.

7 . . . . . Castles  
8 P—KR3 . . . . .

To prevent the pin. If 8 P-Q4, P-QKt4; 9 B-Kt3, PxP; 10 PxP, B-Kt5; 11 B-K3, P-Q4 (not 11 KtxKP? B-Q5 wins); 12 P-K5, Kt-K5 with a good game.

8 . . . . . B—Q2  
9 P—Q4 R—B1

An unusual move, but it has its points, preparing for the eventual opening of this file. 9 ... R-K1, to be followed by B-KB1 is frequently adopted.

10 B—Kt3 P—R3  
11 QKt—Q2 PxP  
12 PxP Kt—QR4  
13 B—B2 P—B4  
14 P—QKt3! . . . . .

Much better than 14 P-Q5, which blocks the game. The long diagonal, combined with White's elastic center, will be an important force.

14 . . . . . R—K1  
15 B—Kt2 P—QKt4  
16 R—QB1 P—B5  
17 PxP KtxBP  
18 KtxKt RxKt  
19 Q—Q3 . . . . .

With the powerful threat of P-K5. The strength of the White center Pawns is now apparent.

19 . . . . . Kt—R2

20 Kt—Q2 R—QB1  
21 P—B4 Kt—B1  
22 Kt—B3 Q—Kt3  
23 K—R2 P—Kt5

Black's best chance is in the advance of these Pawns, but in the long run there is no sufficient defense to White's coming attack.

24 P—Q5 B—QKt4  
25 Q—Q2 B—B5?

Allowing White an entrance on a strong diagonal. Best was 25 ... P-QR4, when White could continue 26 P-K5!, etc.

26 B—R4! KR—Q1  
27 Kt—Q4 B—R5

If 27 ... BxP; 28 Kt-B6, R-K1; 29 B-Q4 wins a piece.

28 P—Kt3 B—B3  
29 Kt—B6! BxB  
30 QxB B—Kt4?

Losing a whole Rook. 30 ... RxKt was necessary, but the position was equally hopeless.

31 BxB QxB  
32 Kt—K7ch Resigns.

\* \* \*

## Game No. 75

## RUY LÓPEZ

Berlin, June, 1933

(Notes by F. Reinfeld)

**K. Richter F. Saemisch**

White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	P—Q3
5 BxKtch	. . . . .

Probably the strongest continuation. 5 P-Q4 is met by 5 ... P-QKt4, and if 5 P-B3, B-Q2; 6 P-Q4, P-KKt3; 7 Castles, B-Kt2; etc.

5 . . . . . PxP  
6 P—Q4 P—B3  
7 Q—Q3! . . . . .

The idea of Castling QR is an excellent one and gives White far better prospects than the relatively tame continuation 7 Castles, Kt-K2!; 8 Kt-R4, B-K3 (Balogh-Kashdan, Gyor, 1930). Kashdan points out that if now 9 P-KB4, B-B5; 10 R-B3, PxBP; 11 RxP, P-Kt4; 12 RxP, PxKt; 13 Q-R5ch, Kt-Kt3; 14 RxKt, B-B2; 15 R-K6ch, B-K2; and wins.



8 P-KR4 .....

9 Kt-B3                      Q-Kt1

10 B-K3!?

10 ..... Q-Kt2?

11 Castles QR      P-QR4

12  $P_x P$   $BP_x P$

Or 12 ... QP<sub>x</sub>P; 13 P-R5!

13  $K_t - K_{t-5}$        $B - K_{t-1}$

14 P-B4! .....

14 . . . . .  $P_x P$

15 BxP                      Kt—Kt3

16 B-Kt3 .....

16 ..... B-K2

17 P-K5                      P-Q4

18 P-K6! P-R5

I 18 ... BxKtch; 19 PxP, Castles QR (19 ... BxP; 20 RxP!); 20 Q-B5, Kt-K2 (20 ... K-Kt1; 21 Kt-K4! threatening Kt-B5 as well as R-Q3-Kt3 and if 21 ... R-KB1 22 P-K7!! R-K1; 23 R-Q3!

II 18 ... Castles QR; 19 QR-K1, B-B3; 20 KR-B1, Kt-K2; 21 Kt-B7, BxKt, 22 Px B, Kt-Kt3; 23 Q-B5ch, K-Kt1; 24 P-R5, Kt-K2 (24 ... Kt-B1; 25 R-K8); 25 Q-K6, B-Kt4ch; 26 K-Kt1 followed by 27 B-K5.

19 Kt—B7!                      BxKt

20 PxBch KxP

After this White takes full advantage of the open files by working up a smashing attack, but the alternative would be 20 ... K-Q1 (20 ... K-B1? 21 P-R5); 21 P-R5, Kt-B1; 22 Q-Q4, B-B3; 23 B-R4, K-K2; 24 P-R6!, KxP; 25 KR-B1 and wins.

21 KR-B1ch B-B3

Other moves are equally unsatisfactory: 21 ... K-K1; 22 P-R5, Kt-B1; 23 QR-K1, etc., or 21 ... K-Kt1; 22 P-R5, Kt-R5 (22 ... Kt-B1; 23 Q-B5); 23 Q-K3! and wins.

22 P—R5 Kt—K2

Black no longer has any adequate defense.

23 P—R6!                      Kt—Kt3

24  $P \times P$   $K \times P$ 

25 RxB! KxR

26 R-B1ch K-Kt2

Or 26 ... K-K3; 27 Q-K3ch, K-Q2; 28 R-B7ch, K-B1; 29 Q-K6ch, K-Kt1; 30 KtxP!, PxKt; 31 RxBP!, QxR; 32 Q-Kt6ch and mate next move. (Becker).

27 Q—Q4ch K—Kt1

27 ... K-R3 leads to mate in 4.

28 Kt—K4! . . . . .

This beautiful move wins by force. The chief threat is 29 Q-B6, R-KB1; 30 Q-K6ch, K-Kt2; 31 B-K5ch, KtxB; 32 QxKtch, K-Kt3; 33 Q-Kt5 mate.

28 .....  $P_x K_t$

There is nothing to be done; if 28 ... R-KB1;  
29 Kt-B6ch, K-B2; 30 KtxQPch, K-Kt1; 31  
Kt-B6ch, K-B2; 32 Q-Q7ch, Kt-K2; 33 Kt-K4ch  
and wins.

29 Q—B4ch K—Kt2

30 Q-B7ch K-R3

31 B—B4ch KtxB

Or 31 ... K-R4; 32 Q-B5ch and mate next move.

32 QxBch                      Resigns.

as he cannot prevent mate in two. A good example of Richter's enterprising style.



# A NEW IDEA IN THE SLAV DEFENSE

By Lajos Steiner

AT one time in great vogue, the Slav Defense is showing signs of passing out of favor in master play. Especially in the position after 1 P-Q4, P-Q4; 2 P-QB4, P-QB3; 3 Kt-QB3, Kt-KB3; 4 Kt-B3 Black is developing a distaste for 4 ... PxP, as after 5 P-QR4, B-B4 (to prevent P-K4); 6 P-K3 (or even 6 Kt-K5) Black has difficulty in maintaining his ground. The Bishop at B4 will give him trouble, if White succeeds, as he usually does, in forcing P-K4. Therefore most players are avoiding 4 ... PxP; playing instead 4 ... P-K3, allowing 5 B-Kt5, etc., in the orthodox variation of the Queens Gambit Declined.

Now let us examine more carefully the position after:

1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 Kt-QB3	Kt-KB3
4 Kt-B3	PxP

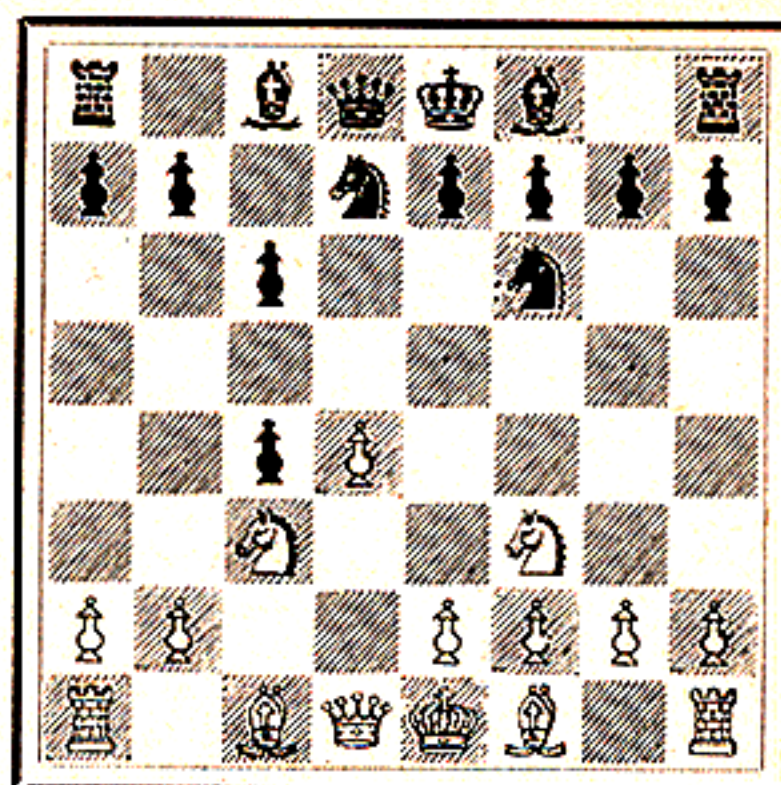
Is this really unsatisfactory? White now almost has to play

5 P-QR4 .....

weakening his Queen's side, but threatening 6 P-K4 followed by P-K5. To prevent this Black generally plays 5 ... B-B4, exposing the Bishop and taking it away from the square, where in spite of its lack of space, it is of most use in this opening. But how can Black otherwise prevent 6 P-K4? There is no way. But he can prevent the later P-K5, and gain enough counter-play by

5 ..... QKt-Q2!

Black



White

White to play

Position after 5 ... QKt-Q2

White now can continue with either 6 P-K4 or P-K3, which we shall examine in turn.

## PART I

6 P-K4 P-K4!

Prevents P-K5 and gives Black more space.

(A) 7 BxP PxP  
8 P-K5 .....

After 8 QxP, B-B4; 9 Q-Q3, Kt-Kt5; 10 Castles, Castles; 11 B-B4, Q-B3 (Pikler, L. Steiner, Budapest, 1933); Black's game is preferable as 12 B-KKt5, can be answered by 12 ... QKt-K4!; 13 BxQ, KtxQ; 14 BxKt, PxP! with two Bishops and the better end-game prospects.

8 ..... Kt-Kt3

It is a pity that the beautiful variation 8 ... KtxP; 9 KtxKt, B-K3! which would regain the piece, is not playable, because after 8 ... KtxP, White plays simply 9 Q-K2, B-K3; 10 KtxKt, B-Q3; 11 KtxKBP! winning quickly.

9 B-Kt3	B-QKt5
10 PxKt	PxKt
11 Q-K2ch	B-K3
12 Castles	.....

If 12 BxB, obviously 12 ... PxPch making a new Queen.



12 ..... QxP  
13 B—Kt5 Q—B4

and White has not enough for the lost Pawns.

(B) 7 KtxP KtxKt  
8 PxKt QxQch  
9 KxQ Kt—Kt5

regaining the Pawn with advantage for Black.

(C) 7 PxP Kt—Kt5  
8 P—K6 .....

After 8 BxP, QKtxP; 9 QxQch, KxQ; 10 KtxKt, KtxKt; 11 B-K2, B-QB4, Black is well developed and has nothing to fear.

8 ..... PxP  
9 Kt—KKt5 QKt—K4  
10 QxQch KxQ  
11 P—B4 .....

If 11 P-R3, Kt-R3; 12 P-B4, Kt-Q6ch, etc.

11 ..... P—KR3  
12 PxKt PxKt  
13 BxPch K—K1

Better than 13 ... K-B2, as the King has to guard the square KB2 against the possible entrance of a White Rook.

14 BxP B—B4!  
15 Castles QR! .....

If 15 B-B4, Kt-K6; 16 BxKt, BxB; 17 Kt-K2, R-R4; etc. Or if 15 K-K2, KtxKP; 16 B-Kt3, B-Q2, to be followed by P-Kt4 with a good game.

15 ..... B—K2

Not 15 ... B-K6ch; 16 BxB, KtxB; 17 R-Q4, P-B4; 18 B-Kt5ch! with advantage for White.

16 BxB KxB  
17 R—Q2 KtxKP

followed by B-Q2 with a satisfactory game.

In this variation, instead of 9 Kt-KKt5, White can play:

9 BxP QKt—K4  
10 QxQch KxQ  
11 B—Kt5ch K—K1  
12 KtxKt KtxKt  
13 B—K2 B—B4

14 Castles Kt—B2

with even chances.

As we have seen then, 6 P-K4 is by no means disastrous for Black. Therefore in seeking a refutation for 5 ... QKt-Q2, White must try 6 P-K3. This was the course usually followed in the few times this variation has been played.

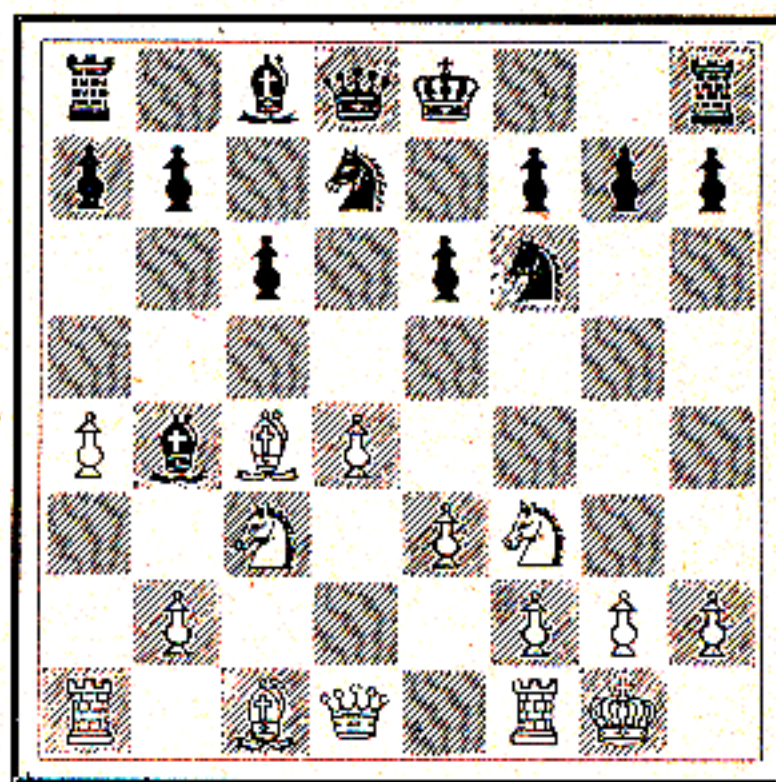
## PART II

6 P—K3 P—K3  
7 BxP B—Kt5

7 ... B-Q3 is unsatisfactory for Black after 8 P-K4, P-K4; 9 PxP, KtxP; 10 KtxKt, BxKt; 11 QxQch, KxQ; 12 BxP, etc.

8 Castles .....

Black



White

Black to play

Position after 8 Castles

In this position my first intention was to prevent Kt-K5 and also prepare to play P-K4 in answer to White's P-K4. Therefore against Pirc in Hastings, 1932, I played

8 ..... Q—B2  
9 Q—Kt3 P—QR4  
10 P—K4! .....

This possibility disproved my plan, as after 10 ... BxKt; 11 PxP, KtxP; he can play B-R3 or even 12 BxP! with the better game. The continuation was:

Continued on page 23



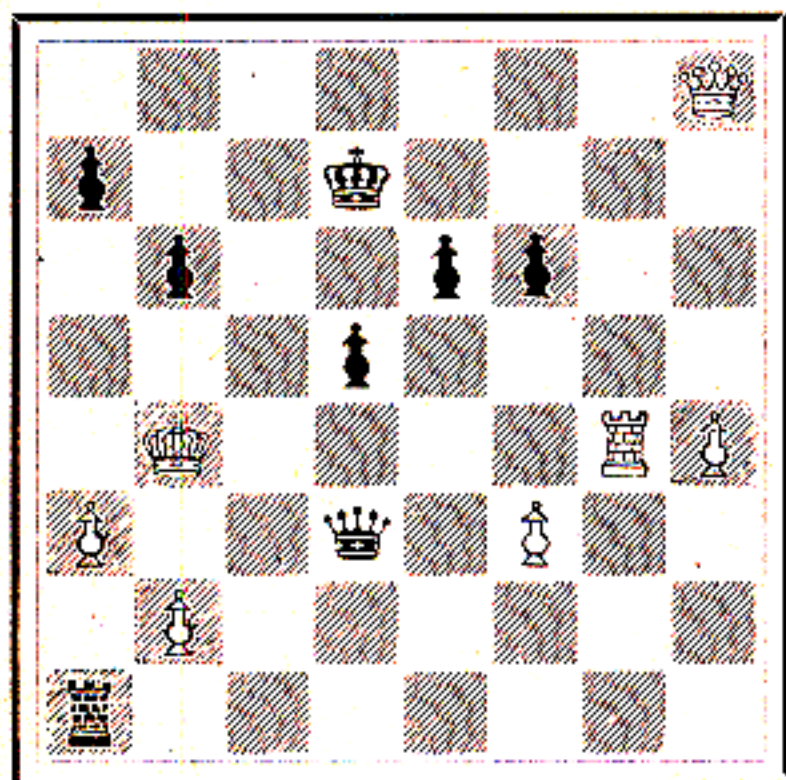
# MISTAKES OF THE MASTERS

By Lester W. Brand

ROGASKA-SLATINA, 1929

TAKACS

Black



White

PRZEPIORKA

*Black to play and win*

Situation: Last game of tournament. The big hall is empty except for the two contestants. The slant rays of the afternoon sun streak across the board. Takacs is tired after a hard tournament and a long game. He had worked desperately for a win, for winning this game meant a tie with Flohr for second prize. All his weary brain could grasp was that P-QR4ch followed by Q-B7ch would get him nowhere. So he checked a few times with his queen, getting back to the diagram position, and agreed to a draw.

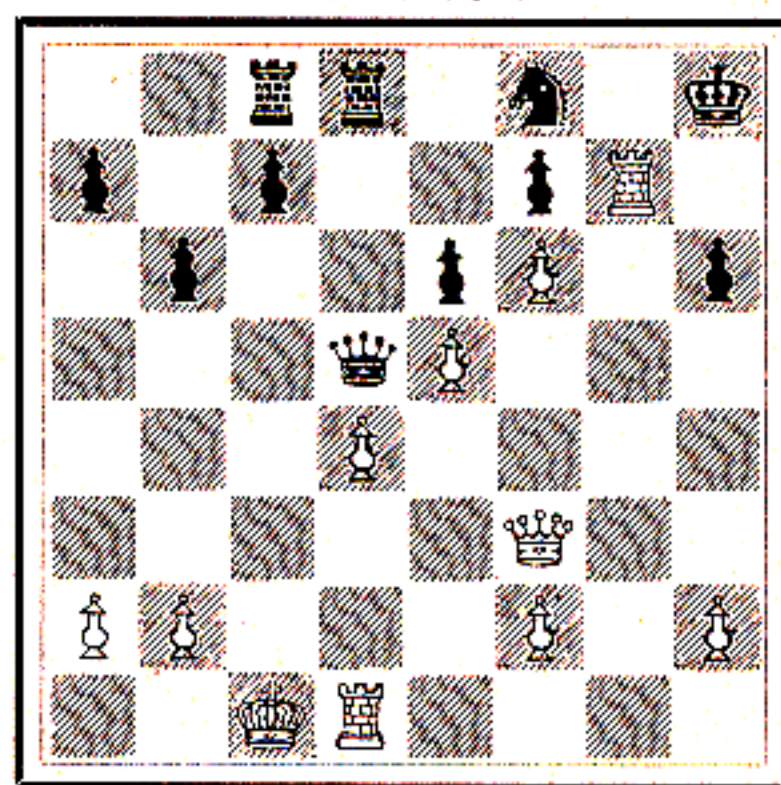
Takacs could have won with 1 ... R-KKt8! (threatening RxRch and Q-B5 mate); R-Kt7ch, RxR; 3 QxRch, K-B3; 4 Q-Kt4, P-QR4ch; 5 K-R4, Q-Kt4 mate.

Again, if 2 Q-Kt7ch, then K-B3 with the same mating procedure threatened.

If 2 R-KB4, Q-Q7ch wins the Rook. Finally, if 2 Q-Kt8, Q-B5ch!; 3 RxQ, RxQ; with a won end-game Quod erat demonstrandum.

DEBRECEN, 1925

MATTISON



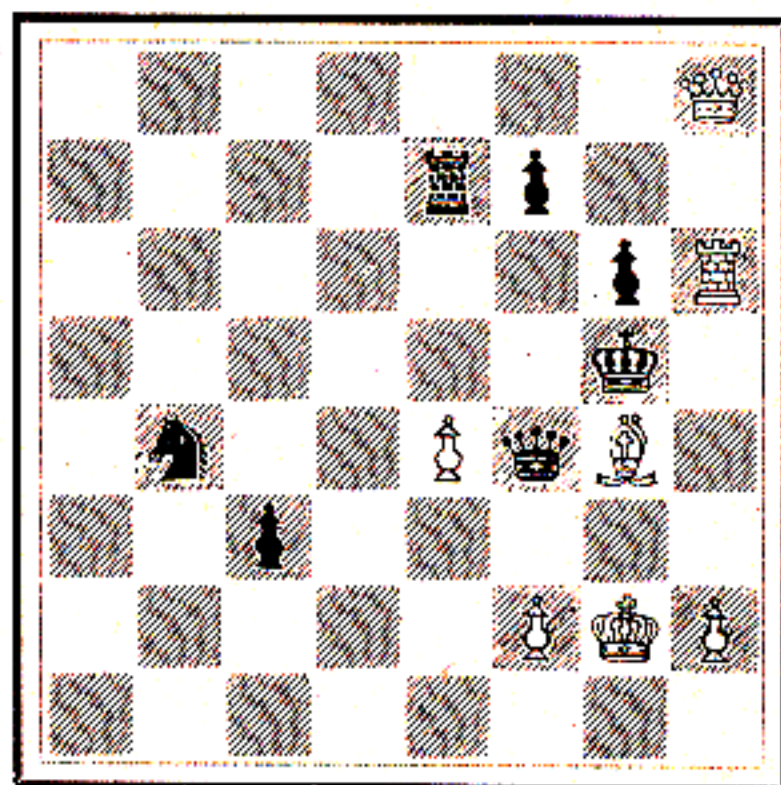
P. JOHNER

*White to play and win*

White played 25 Q-Kt4? and mistakenly announced mate in six. A mate could actually have been forced by 25 R(Q)-KKt1, Kt-Kt3; 26 Q-K3, or 25 ... Kt-R2; 26 Q-Q3. Black answered Q-Kt4 by Kt-Kt3, the game continuing: 26 Q-R5?, Q-B3ch; 27 K-Kt1, Q-K5ch; 28 K-R1, Q-R5; 29 QxQ, KtxQ; with a win for Black. Instead of his poor 26th move, White still could have won by 26 RxKt, PxR; 27 QxP, R-Q2; 28 P-B7, RxP; 29 QxR, etc.

LENINGRAD, 1925

SUBAREW



LOEWENFISCH

*White to play and win*

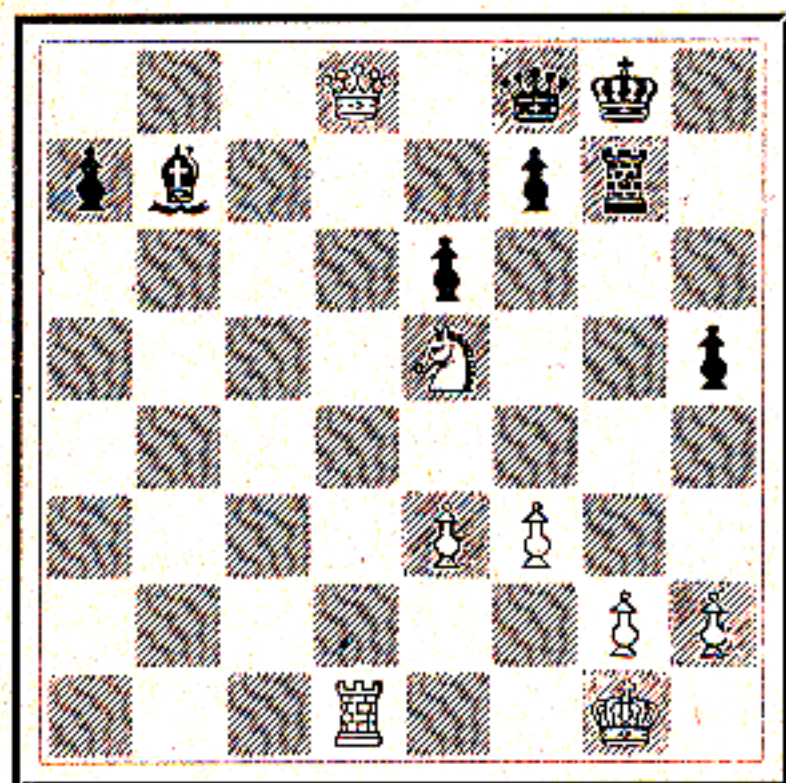


In time difficulties, White forced perpetual check by 44 R-R5ch, PxR; 45 QxPch, K-B3; 46 Q-R8ch. A later analysis showed that 44 R-KR3! would win in all variations, for example: 44 ... QxBch; 45 R-Kt3, P-B7; 46 P-R4ch, K-B5; 47 Q-B6ch, etc.

BAD KISSINGEN, 1928

RUBINSTEIN

Black



White

MARSHALL

*White to play and win*

With the game almost in his grasp, Marshall here sacrificed the fruits of victory by an unfortunate move. After 30 Q-B6? there followed Q-B4!; 31 Q-Q8ch, K-R2; 32 Q-Q3ch, P-B4; etc.

Instead of a Rubinstein win, this game would have been a Marshall win after 30 Q-R4! as he answers 30 ... Q-B4 with mate in three. The replies of 30 ... B-Q4 and 30 ... P-B3 are now answered by 31 Kt-Q7, winning. The winning move is superior to the losing move chiefly in two respects: it keeps command of the KR file and it keeps KB6 open for the Knight.

## A New Idea in the Slav Defense...

Continued from page 21

10	.....	Castles
11	P-K5	Kt-Q4
12	B-Q3	.....

with good attacking chances for White.

To avoid this possibility I played against Dr. Vadja in the diagram position:

8	.....	Q-R4
9	B-Q2!	Castles
10	Kt-R2?	BxB
11	QxB	QxQ
12	KtxQ	P-K4

when Black no longer has anything to fear.

However if 10 Q-Kt3! instead of 10 Kt-R2, Black's Queen and Bishop cannot move, and it is difficult to see how he can free his game.

The correct continuation seems to be:

8	.....	Castles
9	Kt-K5	KtxKt
10	PxKt	QxQ
11	RxQ	Kt-Q4

when the weakness of White's Queen side will balance any advantage in the open file.

After 8 ... Castles, White can play to command the center with:

9	Q-K2	Q-R4
10	P-K4	P-K4!
11	PxP	QKtxP
12	KtxKt	QxKt
13	P-B4	Q-QR4!
14	P-K5	R-K1

Not 14 ... B-KKt5; 15 Q-Q3, KR-Q1; 16 Q-Kt3, Q-B4ch; 17 B-K3, QxB (B5); 18 PxKt and the Bishop is lost.

15	B-K3	.....
----	------	-------

15 Q-Q3 could now be answered by 15 ... R-Q1; 16 Q-K2, B-KKt5, etc.

15	.....	B-KB4
16	K-R1	Kt-Q2

leaving an interesting game with chances for both sides.



# THE POWER OF THE KNIGHT

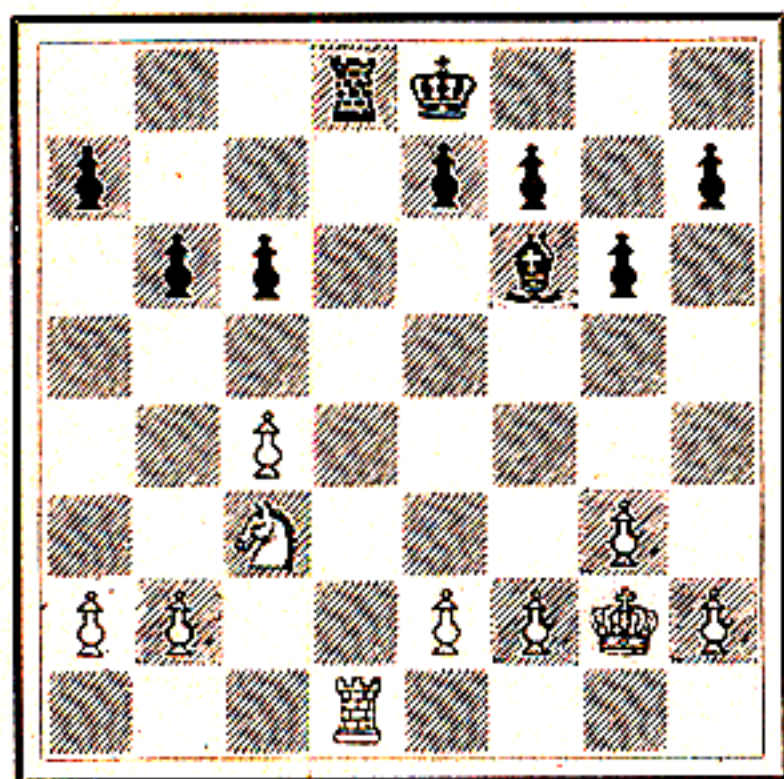
By **Barnie F. Winkelman**

**A**MONG the masters, José R. Capablanca became noted for his maneuvers of the knight, early in his career. Among the composers, the end-game studies of Henri Rinck stand out. The former represents the best technique of the fighting tournament expert, who evolves his combinations over the board. The latter charms by the daring of his imagination and the artistry of his execution.

Let us first consider an actual game which emphasizes the fact that in certain positions, the knight's moves hold great resources. On the other hand, artificial endings may lead us to overvalue the knight in actual play.

At Bad Kissingen, in 1918, Capablanca was opposed by the Dutch expert Max Euwe, then in his middle twenties. Capablanca played the opening carefully, holding the draw in hand, as is his custom with the black pieces. The result—early exchanges in which Euwe joined, seemingly content with the ending that was produced.

CAPABLANCA



EUWE

Position after 16 ... K-K1

White continued:

17 RxRch	KxR
18 Kt-Q1	K-Q2

Now we have an apparently innocuous end-game after only seventeen moves. But Black has the Bishop, by modern theory presumed to be superior to the Knight. Kashdan believes the Bishop to be the stronger piece in practically all end-game positions. Some observers exclude situations where most of the Pawns are on the board in unbroken lines, such as here. The further exception must also be noted where numerous pieces are on the board, and considerable mid-game play remains.

At any rate the game continued:

19 K-B3	K-Q3
20 K-K3	K-B4
21 K-Q3	K-Kt5!

Aggressive play, probably foreseen by Black throughout the early stages.

22 P-B4	P-K4
---------	------

The hemming in of the Bishop by P-K4 and P-K5 is to be avoided.

23 P-K4	PxP
24 PxP	B-Kt2

But it cannot be prevented, so Black makes the best of it.

25 P-K5	B-R3
26 Kt-K3	BxP
27 Kt-B2ch	K-R4
28 K-K4	BxRP
29 Kt-Q4	K-Kt5
30 KtxPch	KxP

As hectic an ending as was ever witnessed in master play. Anything might happen now. Not often does Capablanca expose himself to such critical turns.

31 Kt-Q8	.....
----------	-------

White knows he is in a desperate situation. KtxRP would offer only slight hope against Black's advance of the KRP.

31 .....	BxP
----------	-----

Black boldly gives up the bishop, for the third pawn. It looks like the simplest road to victory, but—

32 KxB	K-Q6
--------	------

Continued on page 26



# THRILLS OF CHESS HISTORY

By Irving Chernev

THE great masters of American chess have almost invariably made their debut in International tournaments in sensational style. Morphy was the first American master to electrify Europe with the vigour and accuracy of his onslaughts. Then Pillsbury startled the world by snatching the first prize at Hastings, 1895, in spite of the participation of one of the strongest fields ever entered in a tournament. In 1904 Marshall upheld the tradition by winning the Cambridge Springs tourney without the loss of a game, outranking Lasker, Janowsky, Schlechter, and Pillsbury amongst others. Seven years later, Capablanca was the hero of the hour. He won his spurs by a remarkable victory at San Sebastián. In 1925 Carlos Torre impressed Europe with the quality of his play.

Shortly after, America had another surprise for the European talent. Young Kashdan quickly made his presence felt and was recognized as a qualified member of the few players who can be rightfully called "Grand-Masters."

To return to one of the History-making tournaments—Cambridge Springs, 1904. Naturally enough the ultimate winner was expected to be Lasker, Janowsky or possibly Pillsbury. The latter, though, was ill and hardly fit to go through a strenuous tournament. In spite of this circumstance, the crowd looked forward to the battle between him and Lasker. Their previous meeting at London in 1899 had resulted in

a draw after an exciting attack by Pillsbury. Lasker had barely been able to save himself by perpetual check. In the great Nuremberg tourney of 1896, Pillsbury had beaten Lasker in such decisive style as to receive the first brilliancy prize. On the other hand, Lasker had won from Pillsbury in St. Petersburg the same year in a game which he himself felt to be the best he ever played. Small wonder then that the crowd expected a treat when the two met again. And they were not disappointed. Pillsbury had not forgotten the 1896 beating, and had prepared an improvement on his play which he had saved for eight years for his old opponent. Energetically following up his opening advantage, Pillsbury made short work of the mighty Lasker.

The game follows:

## QUEEN'S GAMBIT DECLINED

Cambridge Springs, 1904

H. N. Pillsbury      Dr. E. Lasker

White	Black
1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	Kt—KB3
4 Kt—B3	P—B4
5 B—Kt5	BPxP
6 QxP	Kt—B3
7 BxKt!	.....

The new move! Previously Pillsbury had played 7 Q—R4 followed by Castling on the Queen side.

7 ..... PxB

If 7 ... QxB, 8 QxQ wins a pawn for White and 7 ... KtxQ; 8 BxQ, Kt—B7ch; 9 K—Q2, KxB; 10 KxKt leaves White with the better ending.

8 Q—R4 PxP

The alternative 8 ... F—Q5 would allow White to Castle with an attack on the weak Queen Pawn.

9 R—Q1	B—Q2
10 P—K3	Kt—K4
11 KtxKt	PxKt
12 QxBP	Q—Kt3
13 B—K2	QxKtP
14 Castles	R—B1



15 Q—Q3                      R—B2  
 16 Kt—K4                    B—K2  
 17 Kt—Q6ch                K—B1

No better was 17 ... BxKt, 18 QxB, Q-B6; 19 B-Kt5! After the text, though, the Knight controls the board and puts to shame the opponent's two Bishops.

18 Kt—B4                    Q—Kt4  
 19 P—B4!                    .....

More trouble coming.

19 .....                    PxP  
 20 Q—Q4                    P—B3

Forced, as 20 ... R-Kt1; 21 QxBP would threaten mate as well as the Queen's Rook.

21 QxBP                    Q—QB4

22 Kt—K5                    B—K1  
 23 Kt—Kt4                   P—B4  
 24 Q—R6ch                   K—B2

24 ... K-Kt1 would lead to this pretty finish. 25 QxKPch, B-B2; 26 Kt-R6ch, K-Kt2; 27 QxBch, KxKt; 28 RxP, QxPch; 29 K-R1, QxB; 30 R-Q6ch!, BxR; 31 Q-B6, mate.

25 B—B4!                    R—B3  
 26 RxPch!                   QxR  
 27 R—B1                    QxRch  
 28 KxQ                      B—Q2  
 29 Q—R5ch                  K—Kt1

Or 29 ... K-Kt2; 30 Q-K5ch, etc.

30 Kt—K5                    Resigns.

No other player ever beat the worthy Doctor so decisively.

## The Power of the Knight

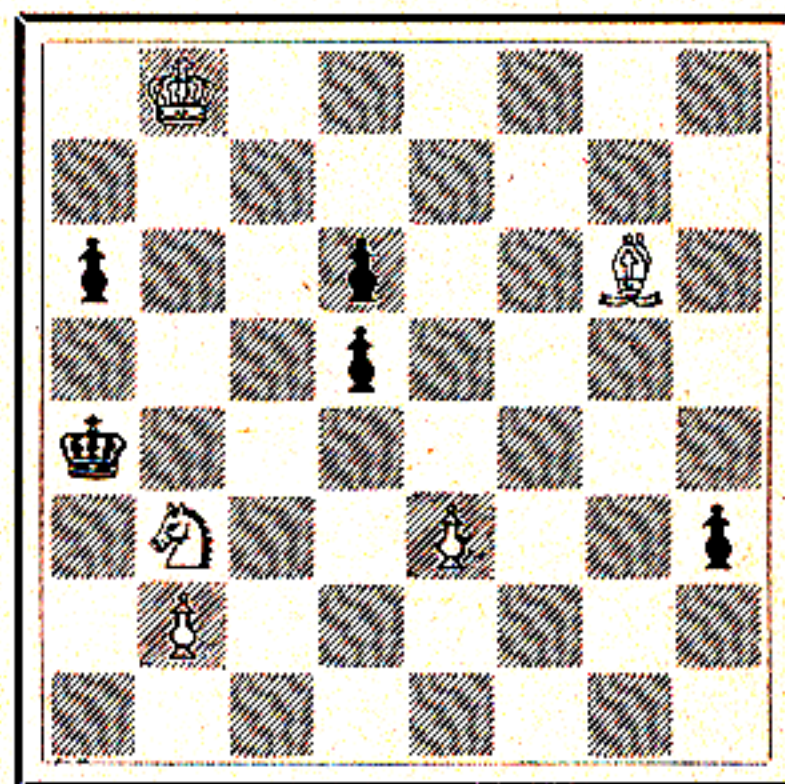
Continued from page 24

33 KtxP                      K—B7  
 34 P—Kt4                    K—B6  
 35 P—Kt5                    K—Kt5  
 36 Kt—Q6                    P—KR4  
 37 K—B4                    K—B4  
 38 Kt—B8                    KxP  
 39 KtxPch                    K—Kt5  
 40 Kt—B8                    P—QKt4  
 41 Kt—K7                    K—R6  
 42 KtxP                      KxP  
 43 Kt—K5                    Drawn.

Thus Euwe with a lone knight drew against three pawns, in a battle with the greatest exponent of knight-play of modern times.

Now to turn to an end-game composition by Henri Rinck, we note a beautiful example of the power of the knight. The following is one of Rinck's finest and should be noted carefully, because it embodies all that is best in his play.

Black



White

*White to play and win*

1 Kt—B1                    P—R7  
 2 B—K8ch                   K—R4

Otherwise, the knight will check and stop the rook pawn from queening.

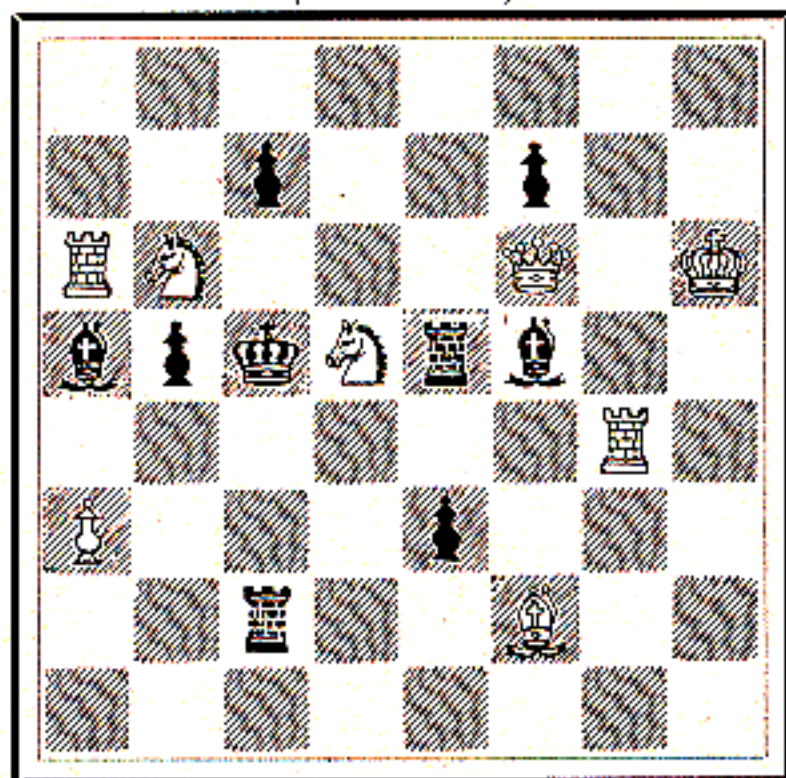
3 Kt—Q3                    P—R8(Q)  
 4 P—Kt4ch                   K—Kt3  
 5 Kt—Kt2!                   P—R4

The mate by Kt-R4ch cannot be stopped otherwise.

6 Kt—R4ch                   K—B3  
 7 P—Kt5 mate.

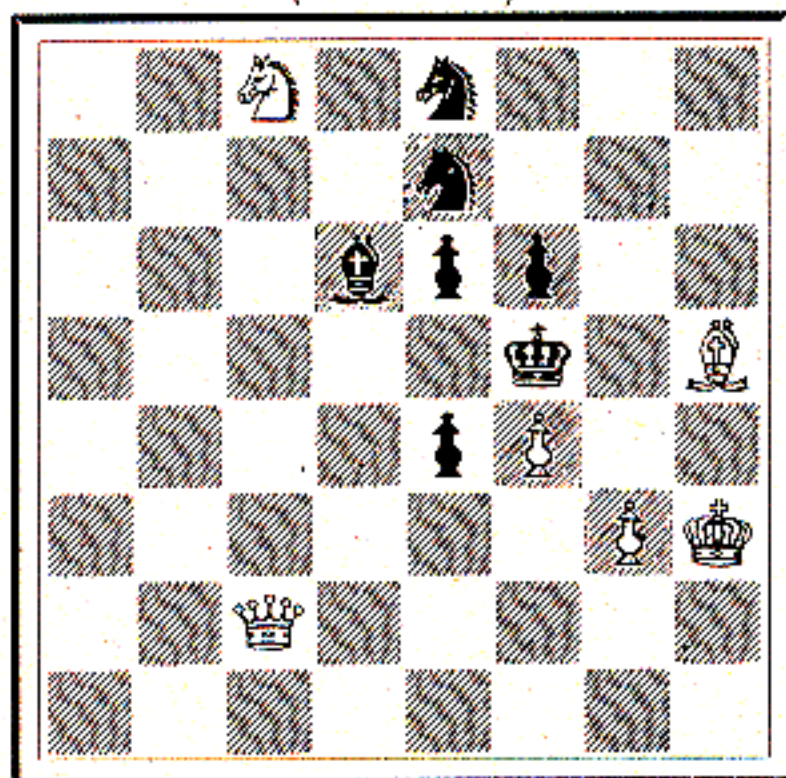


No. 73  
E. BOSWELL  
LANCASTER, ENGLAND  
(ORIGINAL)



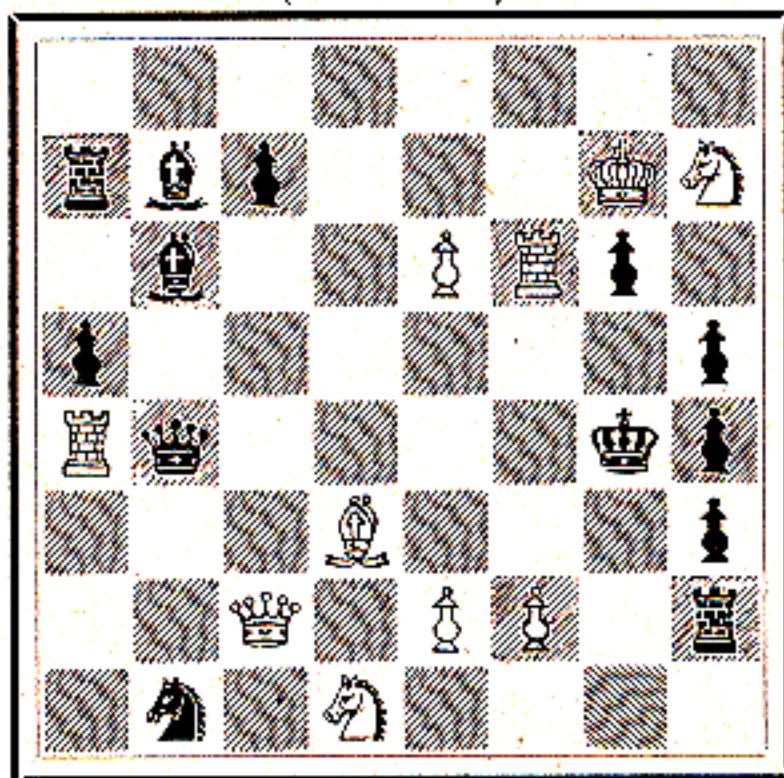
White mates in two moves

No. 74  
MANNIS CHAROSH  
BROOKLYN, N. Y.  
(ORIGINAL)



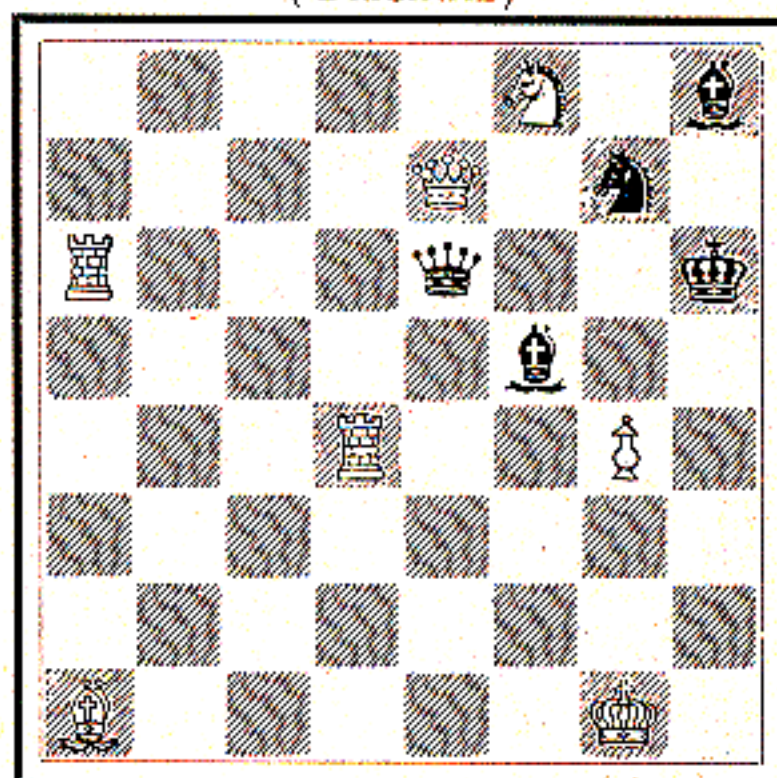
White mates in two moves

No. 75  
A. J. FINK  
SAN FRANCISCO, CAL.  
(ORIGINAL)



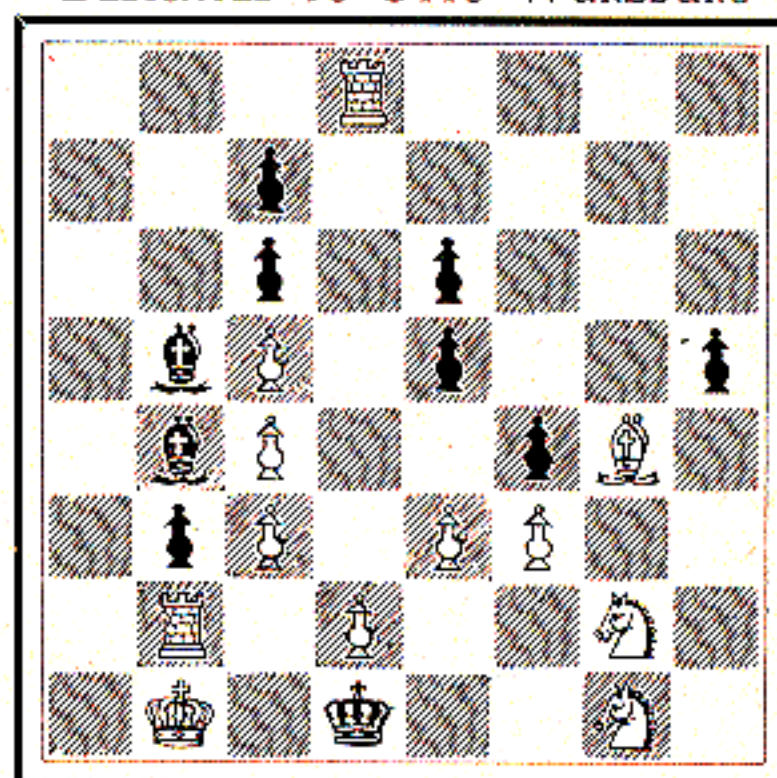
White mates in two moves

No. 76  
NICHOLAS GABOR  
CINCINNATI, OHIO  
(ORIGINAL)



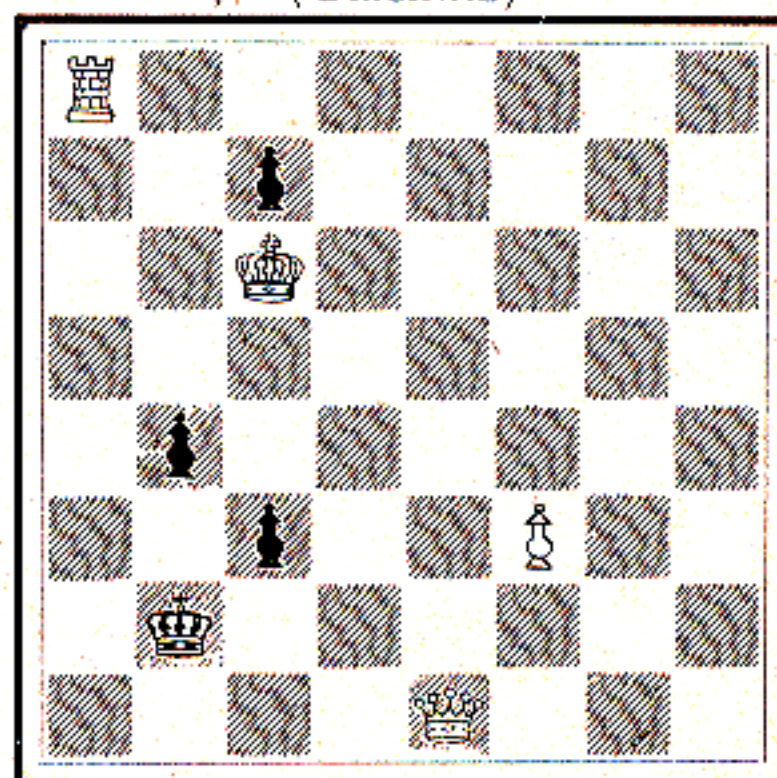
White mates in two moves

No. 77  
DR. EGBERT DELPY  
LEIPZIG, GERMANY  
DEDICATED TO OTTO WURZBURG



White mates in three moves

No. 78  
DR. GILBERT DOBBS  
CARROLLTON, GA.  
(ORIGINAL)

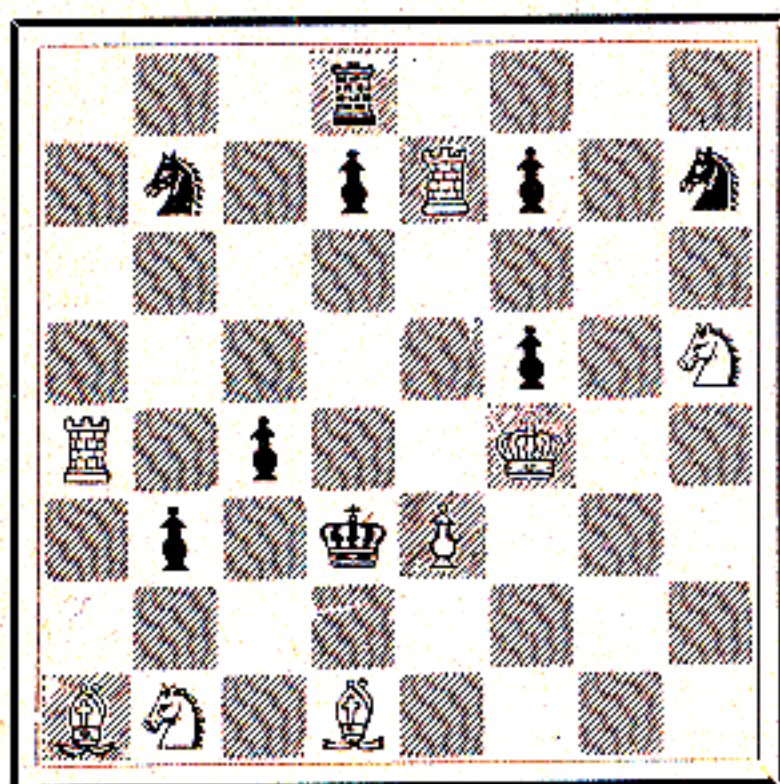


White mates in three moves



No. 79

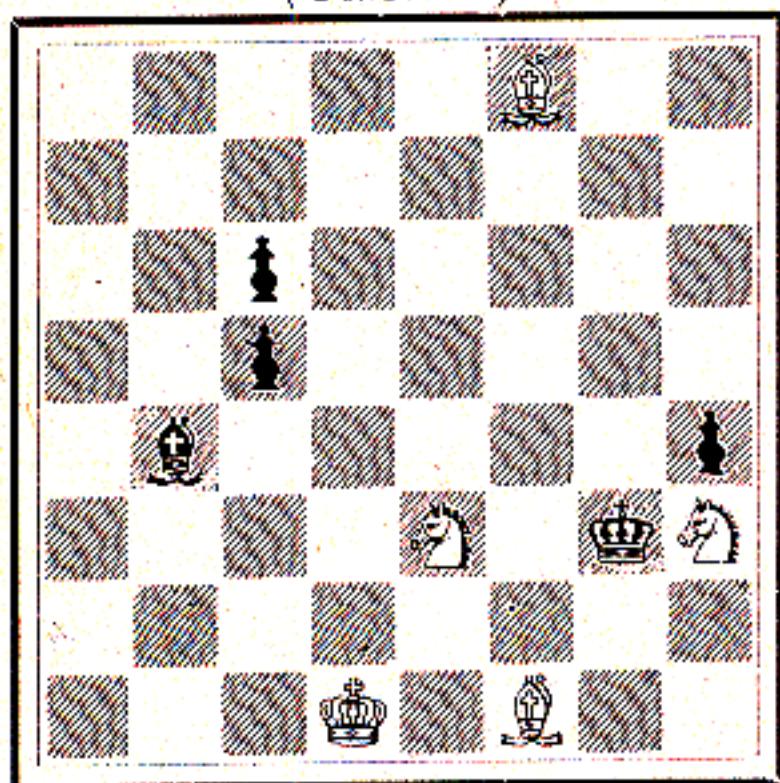
VINCENT L. EATON  
CINCINNATI, OHIO  
(ORIGINAL)



White mates in three moves

No. 80

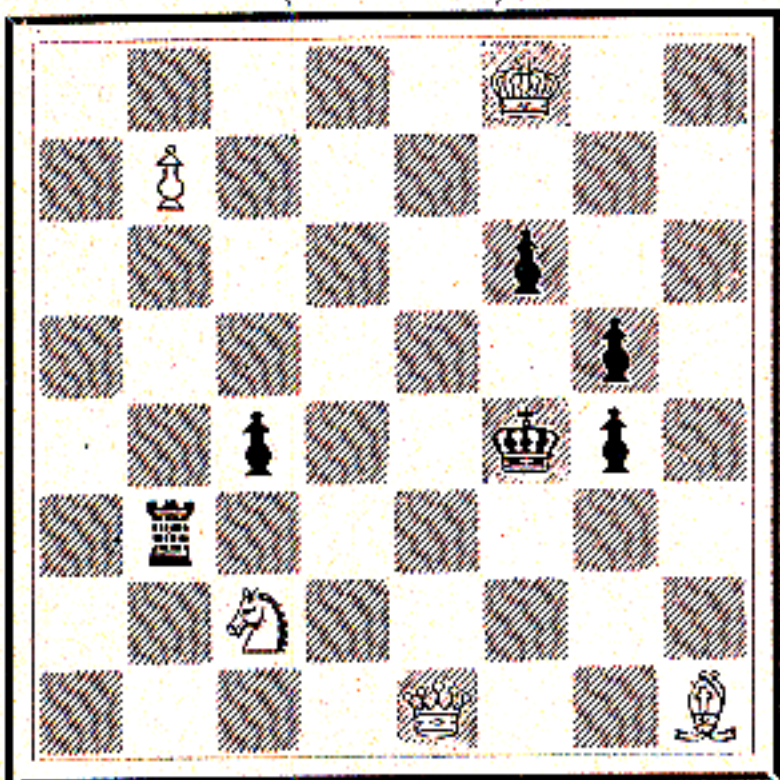
KONRAD ERLIN  
VIENNA, AUSTRIA  
(ORIGINAL)



White mates in three moves

No. 81

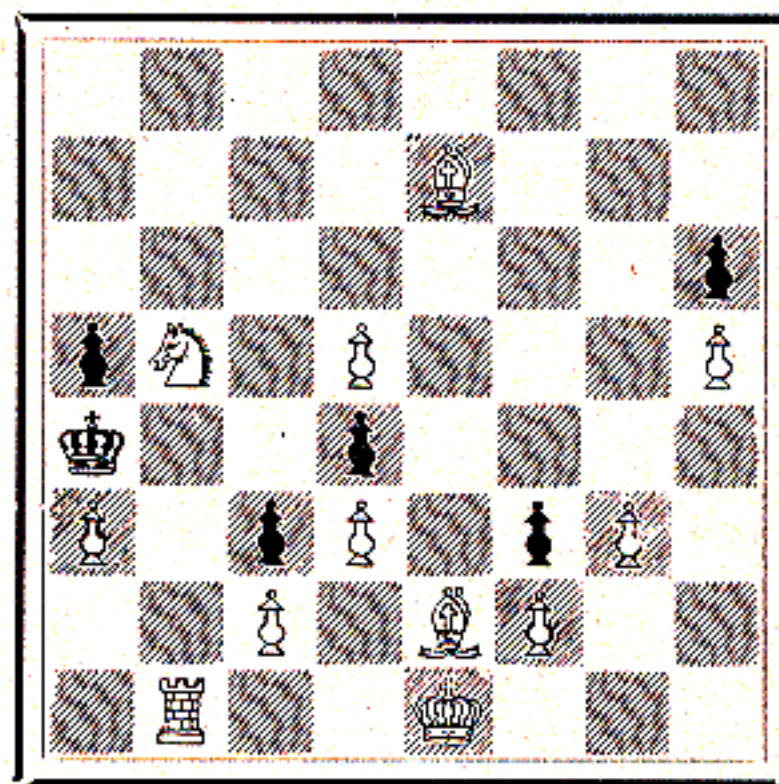
WALTER JACOBS  
NEW YORK CITY  
(ORIGINAL)



White mates in three moves

No. 82

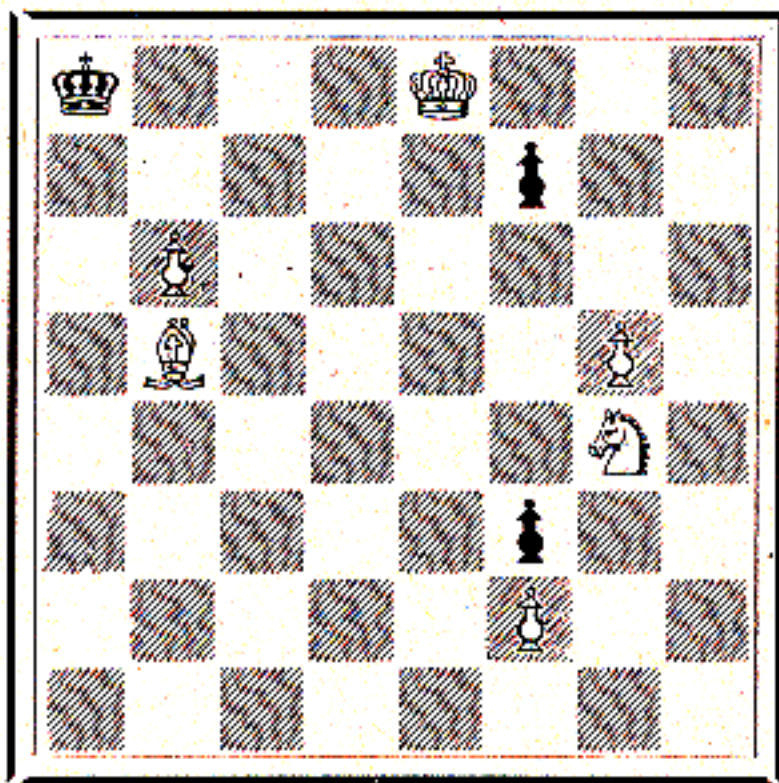
MAXWELL BUKOFZER  
BELLAIRE, L. I.  
(ORIGINAL)



White mates in four moves

No. 83

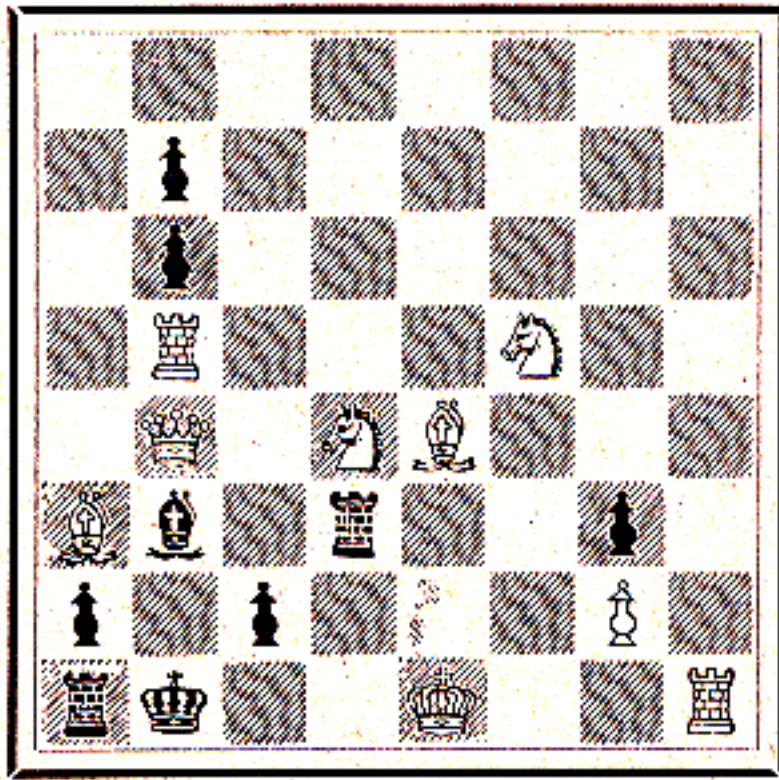
DAVID C. McCLELLAND  
JACKSONVILLE, ILL.  
DEDICATED TO W. A. SHINKMAN



White mates in four moves

No. 84

P. L. ROTHENBERG  
NEW YORK CITY  
IN MEMORY OF W. A. SHINKMAN



Self-mate in six moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

By Otto Wurzburg

## Our Problems this Month

No. 73. This is by a young English composer who in addition to making problems is chess editor of the "Morecombe Visitor." His contribution this time is an interesting example of mutual interference.

No. 74. Mr. Charosh informs us that in the past he has devoted much time to checker problems, but that the fascinations of chess have grown potent.

No. 75. Our Californian expert illustrates a difficult theme. The mutual interferences of the Black Queen and the two Black Bishops are surprising. A notable constructive feat.

No. 76. Opening up a pretty pinning effect.

No. 77. The Pawns in an uncovering spree.

No. 78. Fine echo of a familiar mate.

No. 79. The composer informs us that this problem was composed after his first séance with Mr. Kipping's recent "The Chessmen Speak." He has caught the spirit of the work.

No. 80. A purity net from the Vienna veteran.

No. 81. Will be found catchy.

No. 82. Not exactly the Bukofzer style, but pretty strategy.

Nos. 83-84. Dedicated to the memory of their favorite Shinkman.

## Solutions

No. 49. N. Gabor. 1 Q—K4.

An original thought in the cross check.—D. C. McClelland. Key striking though easy.—G. Dobbs. Clearance key allowing extra checks is very good. Several tempting tries.—E. Boswell.

No. 50. M. Schleifer. 1 B—K3.

Good key.—N. Malzberg. Quite difficult for a two mover.—S. J. Benjamin. A marked improvement over the composer's No. 15.—D. Morris. Neat with some nice tries.—D. C. McClelland. A most unexpected key and fine variations.—E. A. Nash. An unexpected key. Some attractive features. White Queen not very energetic.—E. Boswell.

No. 51. M. Bukofzer. 1 B—B4.

Threats	2 BxB &
	2 Kt—K7
KxKt	2 BxBch
K—B4	2 Kt—Q6ch

There are some fine knight mates.—S. J. Benjamin. Beautiful problem.—D. Morris. Good.—D. C. McClelland. Just fair.—W. Van Winkle. Bro. Bukofzer is doing some good work with Knights and Bishops.—G. Dobbs.

No. 52. G. Dobbs. 1 B—Q7.

Threat	2 Kt—Q3
KxP	2 Kt—R4ch
K—Kt5	2 P—B3ch
B—B2	2 B—B3ch
PxKt	2 BxP

Magnificent. Dr. Dobbs outdoes himself with each succeeding problem.—D. Morris. Very good.—D. C. McClelland. Pretty mates throughout.—W. Van Winkle. Admirable achievement with such frail White force.—E. Boswell.

No. 53. C. S. Jacobs. 1 R—KR1

K—B3	2 Q—Kt2ch
P—Q5	2 QxPch
K—K5	2 Q—Kt2ch
P—K5	2 QxPch!

Mon Dieu! what tries. The composer certainly deserves three cheers.—S. J. Benjamin. Very clever and beautiful.—E. Boswell. Very clever. Composer deserves a lot of credit for this masterpiece.—E. McCarthy. An original spark, best problem in this number.—D. C. McClelland. Very fine. Tries interesting.—W. Van Winkle. Ingenious key with beautiful Queen sacrifice.—G. Dobbs.



No. 54. W. Jacobs. 1 Q—QB6.

P—B5	2 Q—R8ch
K—R3	2 KtxPch
P—Kt4	2 Q—B7ch

Original and delicate as are all by this composer.—D. Morris. Quite neat.—Robert Thrall. Self blocks good but would expect a better key from Mr. Jacobs.—D. C. McClelland. I like the Pawn model.—G. Dobbs. A pretty miniature.—E. Boswell.

No. 55. L. H. Jokisch. 1 B—QB7.

P—Q6	2 RxP
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Very neat.—A. C. Fortin. Good play.—N. Malzberg. Excellent specimen.—D. C. McClelland. A prettily conceived idea. Most enjoyable.—E. Boswell. Very neat.—M. H. Kleiman.

No. 56. W. C. McClelland. 1 Q—KKt4.

K—B5	2 Q—K4
K—Q4	2 K—Kt4
P—Q4	2 Q—B8ch
P—Q6	2 Q—K4
P—K5	2 Q—K6

Good key, nice quiet play.—E. Boswell. Many tries.—A. C. Fortin. Excellent construction. Some fine mates.—N. Malzberg. Very good. The self blocks are pretty. Q-B1 a fine try.—E. McCarthy. One for my collection of the "Very best."—Van Winkle. Quite difficult.—E. A. Nash. Not as easy as it looks.—G. Dobbs. A real dandy.—M. H. Kleiman.

No. 57. Otto Wurzburg. 1 Kt—Q3.

K—B5	2 Kt(Q7)—B5
K—K5	2 Kt(Q7)—K5

No. 58. Kenneth S. Howard. 1 R—K4.

Nice key with some fine mates.—S. J. Benjamin. Good theme, excellent key and pretty play.—D. Morris. A good example of half pin. By the bye, is it necessary to give second move in a two move self mate? (No). D. C. McClelland. Alternate pinning of Queen and Rook.—G. Dobbs. Clever key creating a White half pin.—E. Boswell.

No. 59. Albert Kniest. 1 R—K3ch.

An orgy of sacrifices. It has charm but I prefer the light dainty morsels.—D. C. McClelland. A charming surprise.—E. Boswell.

No. 60. A. C. Simonson. 1 B—K5.

PxQ	2 RxPch
P—Kt6	2 Kt—Q4

Splendid play.—N. Malzberg. A wonderful masterpiece.—I. Piasetzky. Very pretty self mate.—S. J. Benjamin. Excellent and difficult.—E. McCarthy. A stroke of genius. One of the best suis I have seen in some time.—D. C. McClelland. It is great.—W. Van Winkle. Neat two line sui.

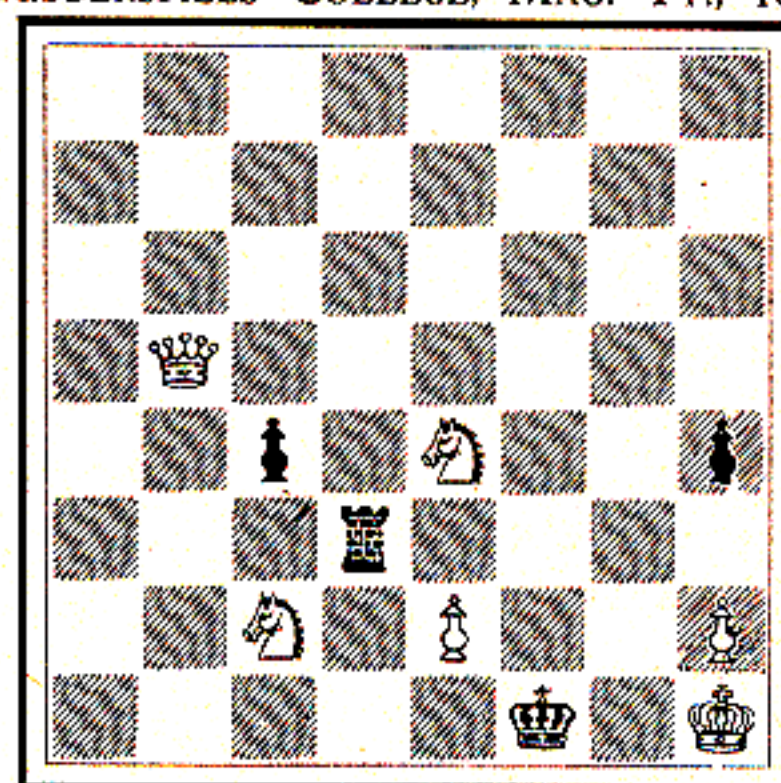
—G. Dobbs. Beautiful masterpiece. Congratulations.—E. Boswell. An exquisite sui.—P. L. Rothenberg. The knight manoeuvres are very fine.—R. Thrall.

## W. A. Shinkman, 1847-1933.

Supplementing our short notice of this great master's death in our June issue, we want to republish one of his famous problems, a prize winner of over fifty years ago. To quote from Alain C. White: "Shinkman's passing closes the age of the great problem figures of the world of the first generation after Loyd and Grimshaw. It is a privilege to have lived in his time, and to have known a little of his spontaneous genius. In these days, it is well to stop sometimes and think of the past, and when we do so, the name of Shinkman will loom very large."

W. A. SHINKMAN

HUDDERSFIELD COLLEGE, MAG. TY., 1880



Mate in three moves

1 P—K3	K—K7	2 Q—R5ch
RxP		2 Q—Kt1ch
R—B6		2 KtxR
R—Kt6		2 QxPch
R—Q7		2 Q—B5ch
R—Q5		2 KtxR
P—R6		2 Kt—Kt3ch

## The Legler Two Move Contest

Mr. Hugo Legler, long a problem composer and enthusiast, has offered a prize for the best two mover published in the *Chess Review* during the remaining months of 1933.

To be eligible the two mover must conform to the following: There must be no duals of any kind. The arrangement



must be such that the removal of any piece, White or Black, would make the problem unsound. The White king must not be idle. The position must be a possible one. The composition must be original.

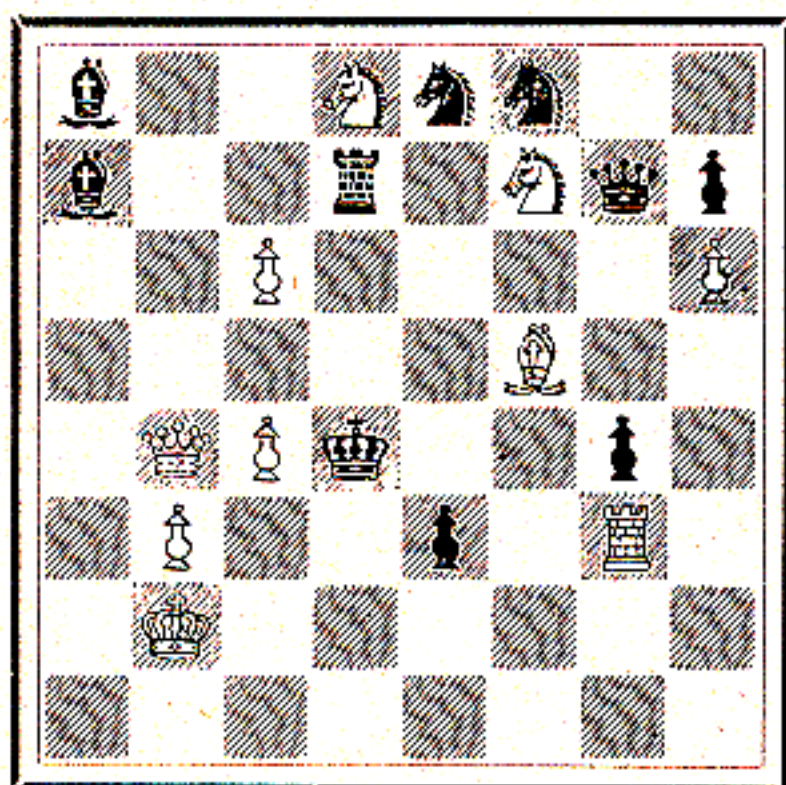
Prize \$5.00. Judge - Hugo Legler.

To illustrate by example just what he has in mind, Mr. Legler sends the two subjoined positions and adds: "In the Williams problem all the pieces on the eighth rank (3 Knights and 1 Bishop) can be left off the board; also the two Pawns on the Rook's file, and the problem remains sound. The pieces removed produce fringe variations. In the reconstructed version there are no duals and no piece can be removed without destroying the problem. I have an intense dislike for duals even in two movers, and believe that they can often be eliminated by reconstruction and without additional force."

Of course some composers will object to the removal of the four pieces on the eighth rank and insist on the three interference variations produced by the Knight at K8. The Knight at B8 and the Rook Pawns prevent duals and at the time this problem was published duals with English composers were very much in disfavor.

FROM "THE MODERN CHESS PROBLEM"

P. H. WILLIAMS



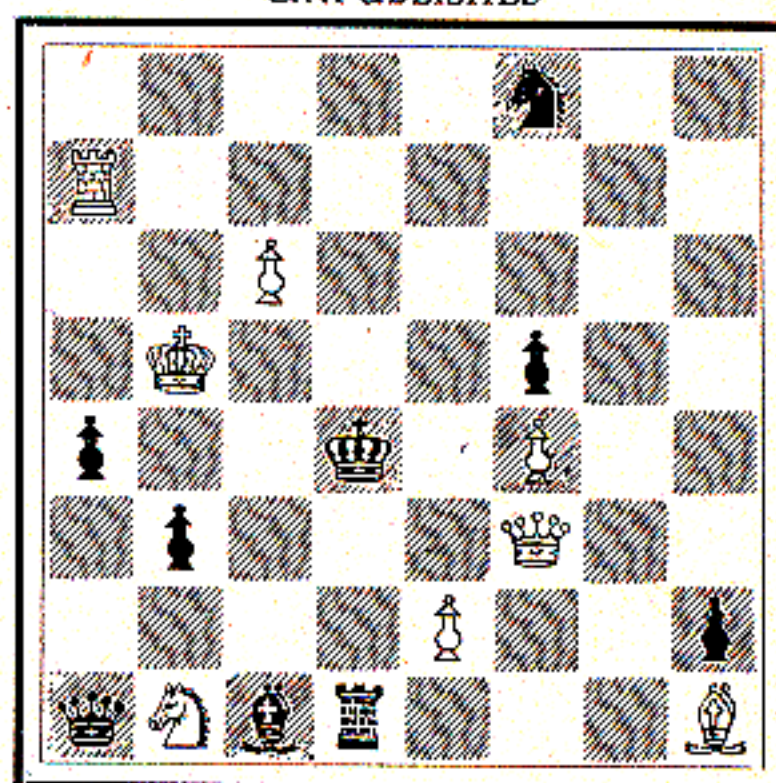
Mate in two moves

1 Q-R5

However, while you may not entirely agree with the conclusions reached by Mr. Legler, you are aware of the condi-

tions necessary in this informal competition and the general direction of the requirements.

HUGO LEGLER  
OAKLAND, CAL.  
UNPUBLISHED



Mate in two moves

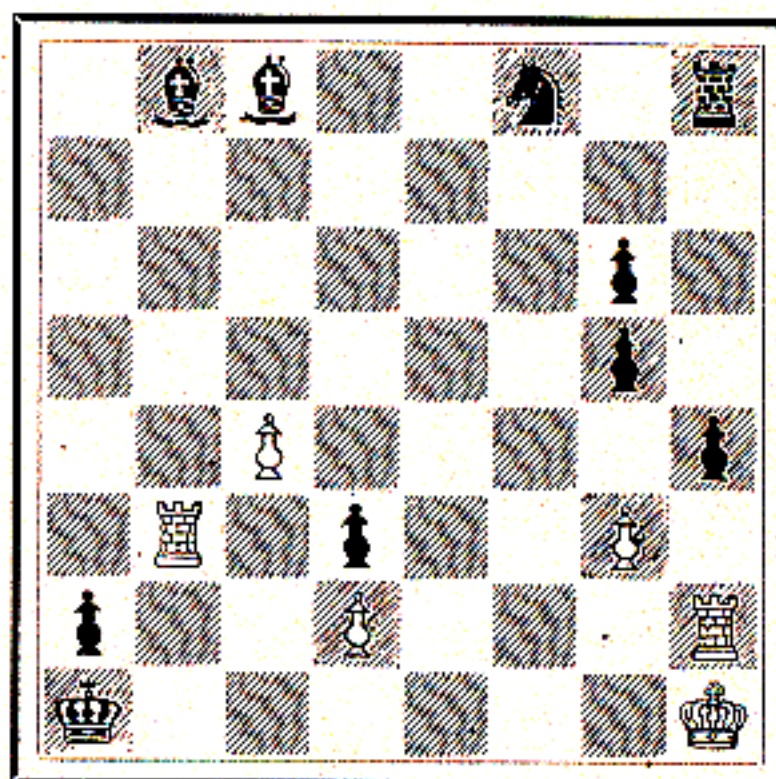
1 Q-KKt3

## The Alain C. White Informal Contest

This contest announced in our March issue brought several competing positions, but unfortunately all but one turned out unsound. We regret this because at least one of the unsound positions would have been a worthy contender.

NATHAN RUBENS, BROOKLYN, N. Y.

1ST PRIZE



Mate in ten

It is believed Mr. Rubens pretty entry is sound, but we shall wait for all returns to be convinced.

1 K-Kt2, P-R6ch; 2 K-B3, P-Kt5ch; 3 K-K4, B-B4ch; 4 K-Q5, B-K3ch; 5 K-B6, B-Q2ch; 6 K-Kt7, B-B1ch; 7 K-R8, B-Kt2ch; 8 RxB, BxP; 9 R-R1ch, etc.



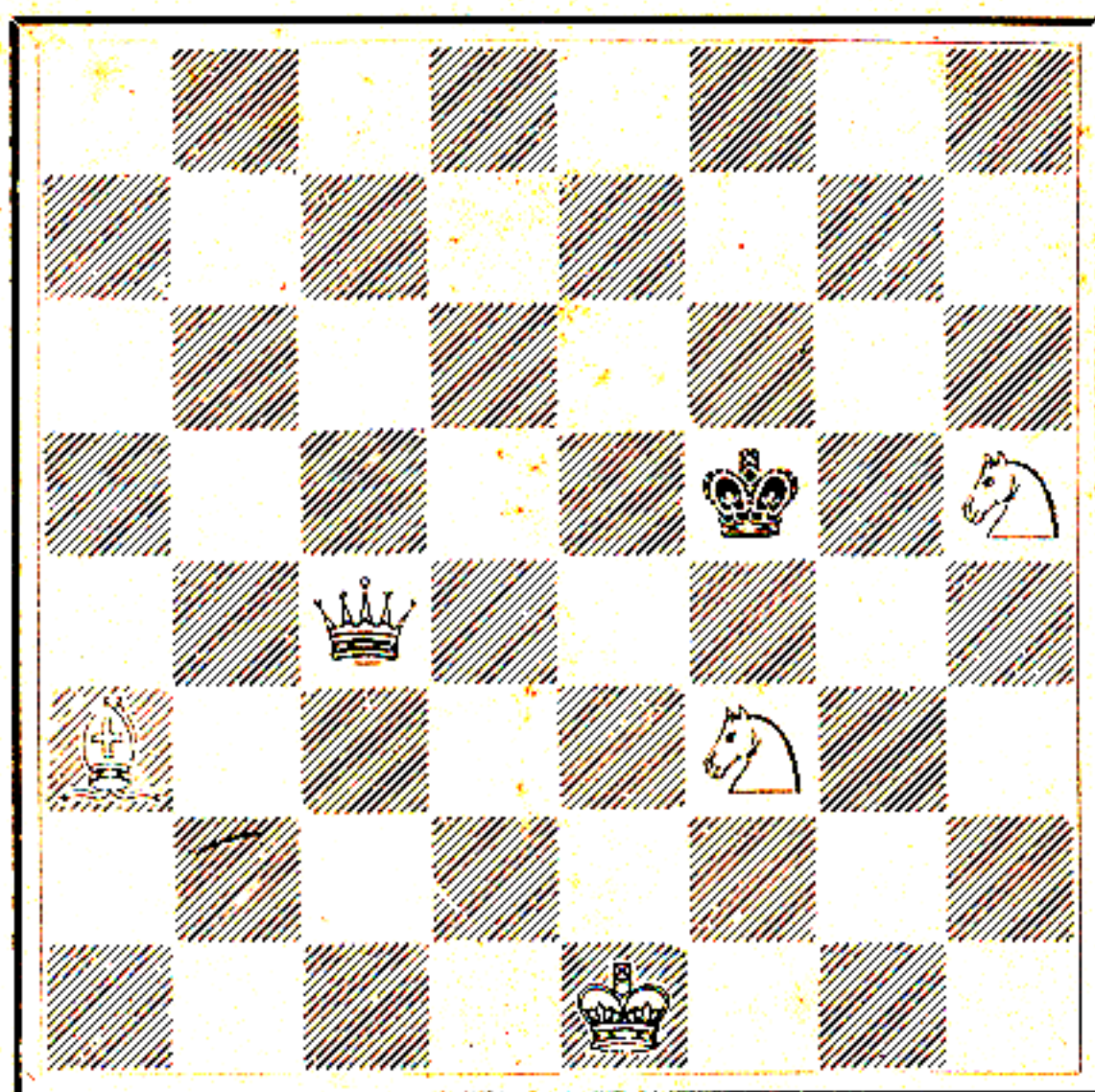
## PROBLEM SOLVING CONTEST

Solver	Prev. Score	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	Total
Dr. G. Dobbs	122	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	3	3	3	6	3	4	3	192
E. McCarthy	120	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	3	3	3	3	3	4	3	187
Frank Vail	120	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	3	3	3	3	3	4	3	187
M. H. Kleiman	122	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	186
Walter Jacobs	122	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	186
H. M. Berliner	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	0	3	3	6	3	4	3	185
S. Braverman	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	0	0	3	3	6	3	4	3	182
O. H. Ludlow	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	182
D. C. McClelland	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	179
J. H. Daum	121	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	0	3	3	3	0	3	175
I. Greenwald	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	0	3	3	6	0	0	0	175
R. H. Hixon	102	2	2	3	3	3	3	3	3	3	0	0	0	2	2	3	3	3	3	3	3	3	4	3	159
A. Chess	100	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	0	0	3	3	3	3	4	3	158
N. Malzberg	82	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	146
E. A. Nash	80	2	2	3	3	3	3	3	3	3	2	2	0	2	2	3	3	0	3	3	3	3	4	3	138
E. H. Thorne	100	2	2	3	3	0	3	0	0	3	0	0	0	2	2	3	3	0	3	3	3	0	0	0	135
Alex. Szabo	78	2	2	3	3	3	3	3	0	3	0	0	0	2	2	3	3	3	3	3	3	3	4	3	132
S. J. Benjamin	94	2	2	3	3	3	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	126
W. Van Winkle	56	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	120
B. A. Foote	71	0	0	3	3	0	3	3	3	3	0	2	0	2	2	0	0	0	0	0	3	0	4	3	105
Arthur Seidl	82	2	0	3	0	0	3	0	0	0	0	0	0	2	2	3	0	0	0	3	3	0	0	0	103
E. Boswell	37	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	101
I. Piasezky	37	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	101
Geo. Parthos	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	98
J. Hasenoechl	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	95
Lou. Tanassy	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	95
Robert Thrall	63	2	2	3	3	3	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	95
Louis Halpern	50	2	0	3	3	0	3	3	3	3	0	0	0	2	2	3	3	0	3	3	3	3	0	0	92
C. W. Rigglin	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	0	3	3	4	3	92
Dr. B. Paster	18	0	0	3	3	3	3	3	0	3	2	2	0	2	2	0	3	3	0	3	3	3	4	3	66
Clinton High	0	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	64
P. L. Rothenberg	0	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	64
A. J. Bastine	16	2	0	3	3	0	3	3	0	3	0	0	0	2	2	3	3	0	3	3	3	3	4	3	62
Donald Morris	19	2	2	3	3	0	3	0	0	3	2	2	0	2	2	3	3	0	3	3	3	3	0	0	61
Nels Nelson	0	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	61
W. B. Tudor	42	2	0	3	3	0	0	0	0	0	0	0	0	2	2	3	0	0	0	0	0	0	0	0	57
G. H. Hargreaves	14	2	2	3	3	0	3	3	0	3	2	2	0	2	2	3	0	0	3	3	3	3	0	0	56
A. C. Fortin	23	0	2	3	3	0	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	50
Geo. F. Berry	34	2	2	0	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0	0	0	0	0	0	42
L. D. Hampton	12	2	0	3	0	0	0	0	0	0	2	2	0	2	2	3	3	3	0	0	0	0	0	0	34
K. B. Allured	4	2	2	0	0	0	0	0	0	0	0	0	0	0	2	3	3	0	3	3	3	3	4	0	32
Harvey Burke	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	3	3	3	3	3	3	3	4	3	32
I. Piasezky	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	3	3	3	3	3	3	3	4	3	32
Earl F. Young	0	0	2	3	3	3	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	30
Frank Goodner	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	3	3	0	3	3	3	3	4	3	29
S. H. Thelin	14	0	0	3	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20



# *The* CHESS REVIEW

Black



White

WHITE MATES IN THREE MOVES  
By H. F. L. MEYER

E D I T E D   B Y   I .   K A S H D A N

IN THIS ISSUE:

GAME STUDY	— — — — —	DR. A. ALEKHINE
THEORETICAL SURVEY	— — — — —	HANS KMOCH
PROBLEM REVIEW	— — — — —	OTTO WURZBURG

OCTOBER, 1933 - - - MONTHLY 25 cts. - - ANNUALLY \$2.50



# *The* CHESS REVIEW

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VOL. I No. 10

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# NEWS OF THE MONTH

## Championship Match

After being considered and debated in chess circles for some time, the negotiations for the match between Frank J. Marshall and Isaac Kashdan for the Chess Championship of the United States are definitely under way. The terms have been agreed to, the contenders and the chess playing public are in unison as to the desirability of the match, and we look forward to the actual commencement of play some time next Spring. Kashdan started the ball rolling with a formal challenge, in the following letter:

October 11, 1933.

Dear Mr. Marshall:

There has been frequent discussion in the last two years regarding a match for the American Chess Championship, which you have held so long and so honorably. I have been generally mentioned as the logical contender.

I wish now to lay my challenge before you, and request you to state under what conditions you would play me for the title. You will realize that times have changed considerably since the last Championship Match, and that the terms set at that time are no real precedent for a present encounter.

I suggest that we hold an amicable meeting in the presence of our respective friends. If this is satisfactory to you, I shall ask Messrs. Harold M. Phillips, Leonard B. Meyer, and Fritz Brieger to be present. Will you name a time and place that will be convenient for you? We can then discuss the various matters that may come up in arranging the match, and I trust bring it to an early fruition.

Very truly yours,  
I. KASHDAN

Marshall promptly responded, and proceeded to arrange the conference as suggested. The text of his reply follows:

October 15, 1933.

Dear Mr. Kashdan:

I am in receipt of your letter of October 11th in which you challenge me to play a match for

the United States Championship. I expect to see Mr. Man, our president, and would like the advice of a few of the Directors of the Marshall Chess Club regarding your proposition and shall set a date as soon as possible when we can meet for a discussion.

My opinion is that it would prove a very interesting match and something the chess world has been looking forward to and I shall be very glad to play if the proper arrangements can be made.

Yours very truly,  
FRANK J. MARSHALL

The meeting took place on October 21 at the rooms of the Marshall Chess Club, with Harold M. Phillips, Alrick H. Man and Henry Leeds threshing out the terms with the principles. To add to the friendly atmosphere, both Mrs. Marshall and Mrs. Kashdan were interested listeners.

The main problem was to determine the rules and financial arrangements of the match. It was decided to abide by the rules adopted by the National Chess Federation. As these have rarely appeared in print, we append the most important ones:

### U. S. CHAMPIONSHIP RULES

1. The match shall consist of twenty games. If at the conclusion of the twentieth game no decision has been reached, the title shall remain with the title-holder.

2. If possible, six games shall be played per week, subject to arrangement with the clubs financing the match. Each player has the right to take off three days during the course of the match. The player availing himself of this right must notify the Director of Play (or his opponent) of his intention at least two hours before the time set for the commencement of the game or an adjourned session thereof.

3. The time limit shall be 40 moves per two and a half hours.

4. Two games shall not be started or played on any one play-day.

5. A referee shall be appointed by the President of the National Chess Federation from the official list of referees.

6. A stakeholder shall be appointed by mutual consent of the players. If they cannot agree, the referee shall have the right to select one.



7. The champion must defend his title within six months after receiving a challenge. The standing of the challenger, however, must be approved by the Tournament Committee of the National Chess Federation.

8. The champion shall not be compelled to defend his title for a purse less than five thousand dollars; in addition the travelling expenses both ways of both players, as well as their living expenses during the progress of the match, shall be provided for.

9. Of the total amount of the purse the champion shall receive 20 per cent as a fee. Of the remaining 80 per cent the winner shall receive 60 per cent and the loser 40 per cent.

The task of raising the purse of \$5,000 will be no mean one, but we believe this is the big event that the American chess public has been waiting for, and enthusiasts of every class should cooperate to make it possible. A committee will be formed to carry on the work. We are pleased to announce that Mr. Harold M. Phillips and Mr. Fritz Brieger, who have been in the forefront of chess events for some time, have each contributed, \$250 toward the required fund. The prospects look bright, and if all goes well the match will commence early next April.

## Western Chess

The thirty-fourth annual Championship Tournament of the Western Chess Association was held at Detroit from September 23 to October 1 under the auspices of the Auto-City Chess Club. The race for the first two prizes was almost a duplication of that at Minneapolis in 1932, with another sparkling victory for Reuben Fine of New York over Sam Reshevsky. Reshevsky won the individual contest between the two, and was in first place for a while, but Fine was not to be stopped, winning every other game for the remarkable score of 12-1. In a field of that strength, that was no mean feat. Resh-

evsky was the only undefeated player, but four draws put him a full point behind Fine, with 11-2.

The third prize went to Arthur W. Dake of Portland, Ore., and the fourth to Robert Willman of New York. S. W. Factor of Chicago had to be satisfied with fifth place, closely followed by G. Eastman, Kalamazoo; A. C. Margolis, Chicago; and L. Stolcenberg, Detroit. Maurice Fox, former Canadian champion, did not play up to expectations. The others in the tournament were E. Michelsen, Chicago; E. Opsahl and M. Palmer, Detroit; G. S. Barnes, Minneapolis; and W. F. Streeter, Cleveland. Following is the full score table of the tournament.

CHAMPIONSHIP TOURNAMENT — WESTERN CHESS ASSOCIATION

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total
1 R. Fine .....		0	1	1	1	1	1	1	1	1	1	1	1	1	12
2 S. Reshevsky .....	1		$\frac{1}{2}$	1	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	1	1	11
3 A. W. Dake .....	0	$\frac{1}{2}$		1	1	0	0	1	1	1	1	1	1	1	9 $\frac{1}{2}$
4 R. Willman .....	0	0	0		1	1	1	1	1	0	$\frac{1}{2}$	1	1	1	8 $\frac{1}{2}$
5 S. Factor .....	0	$\frac{1}{2}$	0	0		1	0	0	1	1	1	1	1	1	7 $\frac{1}{2}$
6 G. Eastman .....	0	0	1	0	0		$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	7
7 A. C. Margolis .....	0	$\frac{1}{2}$	1	0	1	$\frac{1}{2}$		$\frac{1}{2}$	1	0	0	$\frac{1}{2}$	1	1	7
8 L. Stolcenberg .....	0	0	0	0	1	$\frac{1}{2}$	$\frac{1}{2}$		$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	7
9 M. Fox .....	0	0	0	0	0	0	0	$\frac{1}{2}$		1	1	$\frac{1}{2}$	1	1	5
10 E. Michelsen .....	0	0	0	1	0	$\frac{1}{2}$	1	0	0		0	1	0	1	4 $\frac{1}{2}$
11 E. Opsahl .....	0	0	0	$\frac{1}{2}$	0	0	1	0	0	1		$\frac{1}{2}$	0	1	4
12 G. S. Barnes .....	0	$\frac{1}{2}$	0	0	0	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$		1	0	3 $\frac{1}{2}$
13 M. Palmer .....	0	0	0	0	0	$\frac{1}{2}$	0	0	0	1	1	0		1	3 $\frac{1}{2}$
14 W. F. Streeter .....	0	0	0	0	0	0	0	0	0	0	0	1	0		1



## Canadian News

Our Canadian representative, Mr. F. W. Watson, has promised to send us regularly news and games played up North, and give Canadian chess its rightful place in these columns. Communications may be sent to him at 191 Jones Ave., Toronto, Ont. His first notes follow.

The Canadian Chess Federation, under the leadership of Mr. Unwin, president, and Mr. Seymour, secretary, and of course, Mr. B. Freedman, treasurer and "the life of the party," is proving to be one of the greatest chess achievements in Canada. The Dominion Chess Congress, held during September in Winnipeg, was officially opened by Premier Bracken of Manitoba and directed by the C.C.F. It was a "howling" success. Next year it is planned to hold the Canadian Championship in Toronto.

The annual meeting of the Canadian Chess Federation was held at the Royal Alexander Hotel in Winnipeg on September 9. All the officers were re-elected. Besides those mentioned, they are: Mr. N. Selchen of Winnipeg, Vice-president; Messrs. G. Scott and E. G. Baldwinson of Winnipeg, representatives of Winnipeg and District Chess Association, and Mr. H. W. Jordan of Saskatchewan, representative from Saskatchewan. A motion by Mr. Freedman that the C.C.F. apply for membership in the International Chess Federation was unanimously carried.

The following is an extract from the Toronto Telegram, in which the chess column is conducted by Malcolm Sim:

"In an exciting race for Dominion chess honors at the Winnipeg congress of the Canadian Chess Federation, R. E. Martin of the Toronto Chess Club, nosed out all other competitors, to bring the title back to Toronto after a gap of nine years. J. S. Morrison was last successful at Hamilton. Martin's final score was six wins, one loss and two draws. The new champion was off to a good start in the

tournament, defeating the brilliant B. Blumin in a fine game which we quote in this issue. In the second round he scored against T. Fenning, and then followed his only loss, to A. Mogle, the Winnipeg champion, who also distinguished himself by defeating the favorite, Opsahl. In the fourth round a point was notched by Martin at the expense of D. Creemer, and with an even break against Opsahl, victories followed in order against Dr. Bjornsson, G. Howard and H. W. Jordan. In the final round he drew with A. Helman, the Manitoba champion, to beat him out by half a point."

The final standing of the players was:

R. E. Martin	7	2
A. Helman	6½	2½
E. Opsahl	6	3
B. Blumin	6	3
A. Mogle	5½	3½
D. Creemer	4½	4½
H. W. Jordan	4	5
G. Howard	2½	6½
Dr. Bjornsson	1½	7½

A new Montreal champion has been declared. After finishing in a tie with L. Richard, former champion, in the strenuous Montreal tourney, B. Blumin, formerly of Toronto, annexed the title by a score of two wins, against one loss and three draws, in a gruelling play off.

## Metropolitan Notes

The Labor Temple, at Woodside, N. Y., will be the scene of a record-breaking simultaneous display by I. Kashdan on December 9. He will play up to 100 boards, with four players consulting against him at each table. The exhibition is sponsored by the Long Island Star. It originated through a suggestion of Mr. Fritz Brieger of Woodside, who will act as referee. Tables may be reserved by writing to the Chess Review.

I. A. Horowitz, our Associate Editor, has started another good-will tour for the Chess Review, this time on a more ambitious scale than his previous rounds. He



has a number of engagements scheduled as far as Chicago, and may strike further West if there is enough demand for his services as an exhibitionist. His stops include: Providence, R. I., October 23; Woonsocket, R. I., October 25; Boston, Mass., October 27; Binghamton, N. Y., October 31; Scranton, Pa., November 1; Philadelphia, Pa.; November 4; Washington, D. C., November 7; Charleston, W. Va., November 9; Springfield, Ill., November 11; Cleveland Ohio, November 13; Erie, Ohio, November 15; Buffalo, N. Y., November 16; Toronto, Ont., November 18; Detroit, Mich., November 21; and Chicago, Ill., November 25.

The Manhattan Chess Club is commencing its winter season with an ambitious schedule calling for tournament or match play practically every evening. Mondays and Fridays will be devoted to the Championship Tournament; on Tuesdays there will be a series of consultation games in which I. Kashdan and H. M. Phillips are to meet different opponents; Thursday is rapid transit night; and Sunday is set aside for a Kriegspiel Tournament.

The Marshall Chess Club is starting its championship tournament with a very strong entry list. The participants are Reuben Fine, defending champion, A. E. Santasiere, F. Reinfeld, N. Grossman, T. A. Dunst, A. Kevitz, D. Pollard, M. Hammermesh, A. C. Simonson, I. Chernev, W. Frere, and R. Costa.

Brooklyn is to have a Chess League of its own, with five teams playing a double round-robin. The officers of the League are: F. N. Monzert, Flatbush Chess Club, President; Olaf Baasted, Scandinavian Chess Club, Treasurer; and Jack W. Collins, Hawthorne Chess Club, Secretary. The pairings for the first round, on November 10, are Hawthorne at Brooklyn C. C., Brooklyn Edison at Scandinavian, and Hawthorne, bye.

A special invitation tournament was contested in Allentown among ten of the best players in the Lehigh Valley Chess Association. The winner was W. H. Steckel, Chess Editor of the Allentown Call, with the excellent score of  $8\frac{1}{2}-\frac{1}{2}$ . Rockel was second, 6-3, and Buck and Koch tied for third, 5-4.

The second annual Washington State Chess Championship Tournament was held in Seattle and Tacoma from September 10 to 23. J. L. Sheets of Seattle was first, 8-1, followed by C. C. Crain, 7-2, and O. I. Ulvestad, 6-3. R. A. Dightman, who is our Western correspondent, finished fifth with an even score,  $4\frac{1}{2}-4\frac{1}{2}$ .

## To Our Readers

Our readers will notice that this issue consists of 24 pages, instead of the usual 32. Also, it has appeared considerably later than the normal publication date. These facts require some explanation. We have had our share of difficulties in this troublous year. Recently, with the advance of paper and printing costs, we were confronted with a critical problem. There was no choice but to lessen the content of the magazine, or raise the subscription price. We hope the change will be temporary, and will continue to offer our subscribers the best in the way of chess articles, news, problems and games. We plan to speed up the next issues, without missing any numbers.

The Folkestone Tournament Book, which is to replace our July and August issues, has just arrived as this goes to press, and will be distributed very shortly. It was printed by the very reliable firm of Whitehead & Miller, Ltd., in England. The delay in crossing the ocean proved greater than we had anticipated, but we believe the book will have enduring value, embodying some of the finest games played in recent years, and trust our subscribers will be satisfied with it.



# GAME STUDIES

By Dr. A. Alekhine

**EDITOR'S NOTE:** *When Dr. Alekhine was in New York recently, we asked him to annotate one of his games for the Review, preferably one which had not been previously published. The result is the following splendid effort of the Champion, which he mailed to us from the S.S. New York, on his return trip to Paris.*

*The game was played in Iceland, where Alekhine toured shortly after the Prague Congress in 1931. It was one of two encounters started in Reykjarik, but finished later by telegraph, the Club communicating with Alekhine on his journey to Bled, where he was destined to score one of his greatest triumphs.*

\* \* \*

QUEEN'S INDIAN DEFENSE  
(Notes by Dr. A. Alekhine)

Reykjarik Chess Club Dr. A. Alekhine

White	Black
1 P—Q4	Kt—KB3
2 Kt—KB3	P—QKt3
3 P—KKt3	B—Kt2
4 B—Kt2	.....

More accurate is 4 P-B4, so that if 4 ... P-B4; 5 P-Q5! follows with advantage.

4 ..... P—B4

Now this is strong, as White cannot advance, and exchanging Pawns would free Black's game.

5 P—K3 ..... 5 Castles,

followed by P-B4, is in order.

5 ..... P—K3  
6 Castles B—K2  
7 Kt—B3 .....

7 P-B4 is still the move. White's play in the opening is not precise, and as a result they soon obtain a cramped position.

7 ..... Castles  
8 R—K1 P—Q4  
9 Kt—K5 Kt—B3  
10 KtxKt BxKt  
11 P—QR4 Q—B1  
12 P—R5 .....

The coming opening of the QR file is obviously to Black's advantage. It is already difficult to find a good plan for White.

12 ..... R—Q1  
13 RPxP RPxP  
14 RxR QxR  
15 Q—K2 Q—Kt2  
16 B—Q2 P—QKt4  
17 R—R1 P—Kt5  
18 Kt—Q1 R—R1  
19 RxRch QxR  
20 P—Kt3 P—B5!

Black's advantage in space is already sufficient to give him a strategically won game.

21 P—K4 .....

If 21 PxP, PxP; 22 BxB, QxB; and Black is in full command, with a powerful passed Pawn which must soon win. The text is desperation, and could be met simply by 21 ... PxKtP, winning a Pawn with an easy game. However, I played

21 ..... P—B6!?

hoping to decide the game by a mating attack on the diagonal QR1-KR8. This plan proved much more difficult to carry out than it had first appeared, owing to the following ingenious defensive plans of my opponents.

22 PxP KtxP  
23 B—K3 Kt—B5!

The point of Black's 21st move, gaining control of the diagonal.



24 BxKt                    BxB  
25 Q—Kt5!                .....

Threatening to exchange Queens, though the ending would still be much in Black's favor.

25 .....                B—Kt2  
26 Kt—K3                P—KR3  
27 B—B7                K—R2  
28 Q—QR5                Q—K1  
29 Q—Kt6                B—B6  
30 P—R3                Q—Q2

Threatening 31 ... P-K4, and QxRP.

31 K—R2                P—B3  
32 P—Kt4                .....

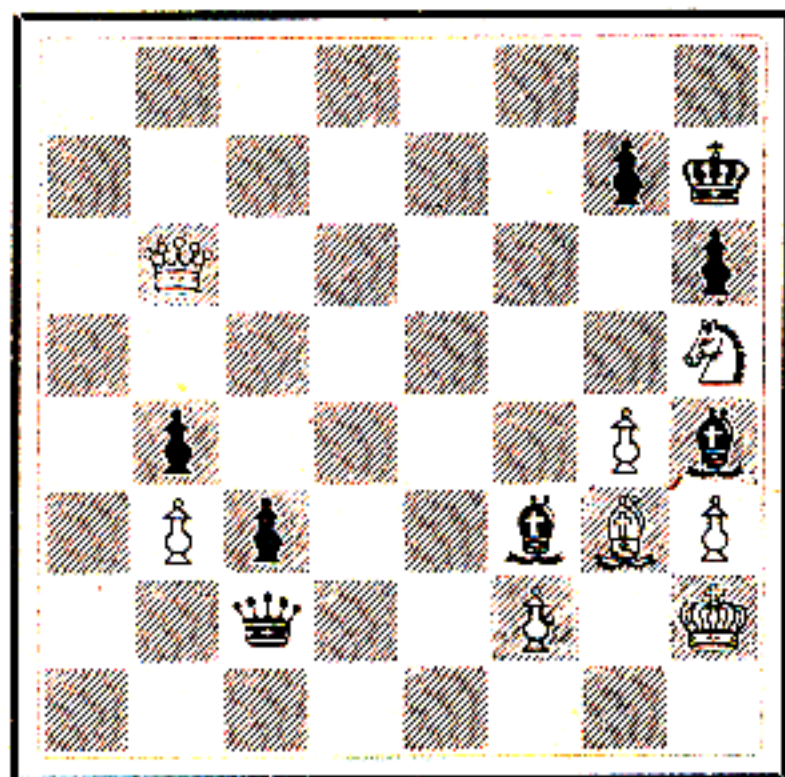
In connection with White's next moves, this is the only way to hold back the attack after the now unavoidable P-K4.

32 .....                P—K4!  
33 PxP                Q—Q7  
34 Kt—B5                Q—Q8!  
35 Kt—Kt3                .....

If 35 KtxB, Black mates in three: 35 ... Q-R8ch; 36 K-Kt3, P-Kt4!, etc.

35 .....                QxP  
36 PxP                BxBP  
37 Kt—R5                B—R5  
38 B—Kt3                .....

DR. A. ALEKHINE



REYKJARIK CHESS CLUB

38 .....                Q—Q8!

An interesting sacrifice which required exact calculation. Far less convincing was 38 ... BxBch; 39 KxB, Q-Q6; 40 Kt-B4, Q-K5; 41 Q-K3, etc., with a long endgame in prospect.

39 BxB                Q—R8ch

40 K—Kt3                B—B3  
41 B—Q8!                .....

The only move. If 41 B-B6 (or 41 Q-K3, P-B7; 42 Kt-B6ch, K-R1!; 43 Q-Q3, Q-B6ch! wins) Q-B6ch; 42 K-R4, P-B7; 43 Q-R7, B-Kt2; 44 Q-B5, P-B8(Q)!; 45 QxQ, QxBPch; 46 Kt-Kt3, QxBch; 47 P-Kt5, Q-Q5ch wins.

41 .....                Q—B6ch  
42 K—R4                P—B7  
43 Q—R7                .....

If at once 43 Q-B5, Black wins quickly by 43 ... P-Kt4ch; 44 BxP, PxPch; 45 QxP (not KxP, Q-Q4ch wins), QxBPch; 46 Kt-Kt3, B-K1! avoiding the checks and soon forcing a new Queen.

43 .....                Q—B1

After 43 ... B-Kt2; 44 Q-B5! the variation mentioned in the previous note would not be so conclusive since Black would not have the important B-K1 to aid in his defense.

44 B—K7                .....

Or 44 Kt-B6ch, K-R1!; 45 B-K7, P-Kt4ch; 46 K-R5 (if K-Kt3, P-B8(Q) threatening mate), Q-B2ch; 47 KxP, P-B8(Q); 48 Q-Kt8ch, B-K1, and wins.

44 .....                Q—B2  
45 Kt—B6ch                .....

Or 45 Q-K3, Q-B6; 46 Kt-B6ch!, K-Kt3! (if 46 ... PxKt; 47 B-B5 with some chances); 47 B-B5, QxKtch; 48 K-Kt3, K-R2! (threatening P-B8(Q), etc.); 49 P-B4, Q-Kt7; 50 Q-Q3ch, P-Kt3 and wins.

45 .....                PxKt  
46 Q—B5                .....

Interesting would be 46 Q-K3, P-B4!; 47 B-Q8, P-B5; 48 Q-Q3ch, Q-Kt3; 49 Q-Q2, P-B8(Q)!!; 50 QxQ, Q-Q3; 51 Q-B2ch, K-Kt1; 52 Q-B4ch, K-B1; 53 K-R5, B-K1ch, forcing mate.

46 .....                Q—Kt3

Now the win is comparatively easy.

47 K—Kt3                .....

Or 47 P-B4, Q-K5, etc.

47 .....                Q—Q6ch  
48 K—R4                B—Kt7  
49 P—B3                QxBP  
50 QxPch                K—Kt2  
51 B-B8ch                KxB  
52 Q—B5ch                K—B2

Resigns.

The King easily escapes the checks. From the 38th move on the game was most exciting, full of surprising tactical possibilities.



# THEORETICAL SURVEY

By Hans Kmoch

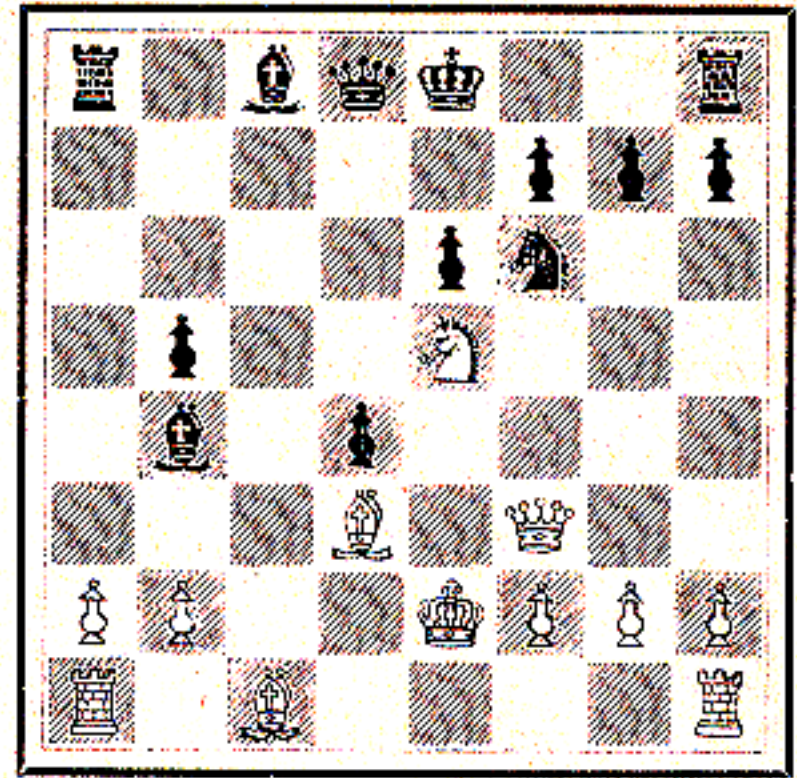
**B**ECAUSE of the world crisis, it has been some time since any major Masters Tournament has taken place in chess. In spite of that, there is no lack of activity in the chess world, merely a restriction in scale. Numerous national tournaments have been arranged, but unfortunately sufficient funds are not available to invite foreign guests. Nor have the Grandmasters and Masters, the Theoreticians and the Writers of chess, disappeared from the world. They have kept on working, relatively unnoticed and undiscouraged, in the investigations of their noble art. Thus, in very recent times, numerous interesting theoretical contributions and valuable discoveries have been made. It is my purpose to select several of these and present them for discussion.

## Meran Defense

In a match game between Stahlberg and Spielmann, after the moves 1 P-Q4, P-Q4; 2 P-QB4, P-QB3; 3 Kt-KB3, Kt-B3; 4 Kt-B3, P-K3; 5 P-K3, QKt-Q2; 6 B-Q3, PxP; 7 BxBP, P-QKt4; 8 B-Q3, P-QR3; 9 P-K4, P-B4; 10 P-K5, PxP; 11 KtxKtP, KtxP; 12 KtxKt, PxKt, White, in place of the usual 13 BxPch, B-Q2, etc., played the innovation 13 Q-B3. There followed 13 ... B-Kt5ch; 14 K-K2, leading to the diagram position.

At this point Spielmann did not know how to continue, and played 14 ... B-Q2; 15 B-Kt5, R-QKt1; 16 KtxB, QxKt; 17 BxKt, PxP; 18 QxP, R-Kt1, after which White, with 19 KR-QB1! (19 ... RxP? 20 B-K4!) could have obtained a decisive advantage. Stahlberg played instead 19 Q-K5? after which Black forced the exchange of Queens and achieved equality by 19 ... Q-Q3!; 20 BxPch, K-K2.

R. SPIELMANN



G. STAHLBERG

*Position after 14 K-K2*

Is Stahlberg's 13 Q-B3 really so strong that the Meran Defense can be smashed by means of it? Let us attempt to improve the defense.

In place of the clumsy 14 ... B-Q2, 14 ... Q-Q4 suggests itself. But the continuation 15 QxQ, KtxQ; 16 BxPch, K-B1; 17 Kt-B3 shows that the QP is very weak. Black can, by means of 17 ... B-B4; 18 R-Q1, Kt-B2; 19 B-QB4, B-Kt2; 20 KtxP, BxP, avoid the loss of a Pawn, and after 21 B-K3, BxKt; 22 BxB, B-Q4; 23 BxB, KtxB, achieve a strong and centralized position and succeed in hindering the advance of the two connected passed Pawns, but he has no adequate defense against the immediate advance of the QRP, which arrives with ease at QR7, even if the QKtP is lost, and cripples Black's game.

Consequently, the move 14 ... Q-Q4, from which this endgame naturally follows, is not satisfactory.

Stahlberg's innovation can, however, be much more adequately countered by the provocative move, 14 ... R-QKt1, and after 15 Kt-B6, B-Kt2; 16 BxP, Q-Kt3, White finds himself in a fatally immobile position. On the other hand, if he plays 15 B-Kt5, Black follows with B-Kt2; 16 BxPch, K-B1, and has sufficient counterplay; for example, 17 B-B6, B-Q3, etc.

Thus the Meran Defense, which has



until now successfully withstood all efforts to defeat it, apparently does not succumb to Stahlberg's 13 Q-B3 either.

### Prague Variation

This is a new name. The playing method 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, Kt-KB3; 4 Kt-B3 is still nameless. Generally White develops his QB on the fourth move. This Bishop move (B-Kt5), however, is only advisable if White has previously developed the QKt, and leads to as yet uncertain results if White has played Kt-KB3. One might say that this suggestion is superfluous since White can always play 3 Kt-KB3. That is true of course, but only on condition that the game was opened with 1 P-Q4, P-Q4; 2 P-QB4, P-K3. Formerly that was generally the case, and therefore the problem as to which Knight to develop first was easily and conveniently solved: 3 Kt-QB3! But the Nimzovitch Defense (1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-QB3, B-Kt5!) that has given excellent results in the last few years, has created a great problem in the Queens Gambit.

Although it is desirable to avoid the Nimzovitch Defense by playing 3 Kt-KB3 (since no strong attacking possibilities have yet been discovered against this defense), Black has the opportunity with 3 ... P-Q4, to change to the more usual Queens Gambit position. In that case White's KKt is already at B3, and Black can avoid the orthodox defense regardless of whether White continues with 4 B-Kt5 or with 4 Kt-QB3. We now want to determine which move offers White the best chances.

Let us begin again. 1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-Q4. If now 4 B-Kt5, Black can accept the gambit, and at least temporarily maintain the Pawn by 4 ... B-Kt5ch; 5 Kt-B3. That is forced; after 5 QKt-Q2, PxP, Black would threaten P-B6, and thus remain a Pawn ahead without any trouble; 5 B-Q2 would

also be weak because of Black's reply 5 ... B-K2! obtaining a Queens Gambit position in which White, in place of the powerful B-Kt5, had played the foolish move B-Q2. After 5 Kt-B3, Black continues PxP. White now has the choice between 6 P-K4 and 6 Q-R4ch. For the examination of these possibilities, two recently played consultation games at the Vienna Chess Club may serve as a basis.

I. 6 P-K4, P-B4; 7 P-K5, PxP; 8 PxKt, PxP; 9 Q-R4ch, Kt-B3; 10 Castles QR. This was the course of the game Honlinger and Wolf against Gruenfeld and Dr. Kaufmann. The move 6 ... P-B4 is new and leads to interesting play. There followed 10 ... PxP; 11 KtxQP, BxKt; 12 PxP (if 12 KtxKt, B-Q2!) B-Q2; 13 KtxKt, Q-B2!; 14 BxP, BxKt; 15 Q-Kt4, Q-K2; 16 Q-R5, Castles; 17 P-KR4, and now with 17 ... KR-Q1! Black obtained the better game. Of course this game does not explore all the possibilities of the move 6 P-K4, but one may readily see that Black will have strong counter-chances, and that the battle becomes exceedingly complicated. From the standpoint of White, who expects, in the Queen's Gambit, to obtain a good, if delayed attack, the chances for Black indicated above are certainly unwelcome. Although H. Wolf believes that in place of 7 P-K5, 7 PxP is the best continuation, it seems doubtful whether White, after the exchange of Queens, and after 8 ... Kt-B3, can maintain any advantage in the opening.

II. 6 Q-R4ch, Kt-B3; 7 P-K4, B-Q2; 8 Q-B2. This is the game Gruenfeld and Dr. Kaufmann against Kmoch and Wolf. By means of the continuation 8 ... P-KR3; 9 B-Q2 (if 9 BxKt, QxB; 10 P-K5, Q-B5!) Kt-QR4!; 10 P-K5, Kt-Kt1!; 11 B-K2, Kt-K2; 12 Kt-K4, BxBch; 13 QKtxB, P-QKt4; 14 P-QKt3!, PxP; 15 PxP, QKt-B3; 16 Castles, P-R3; 17 KR-B1, Kt-Q4; 18 Kt-K4, QKt-Kt5; 19 Q-Q2, Q-K2; 20 Kt-B5, Castles; 21 B-Q3,



KtxB; 22 KtxB, P-Kt5! Black obtained a favorable, though not a winning, game. Important in this variation is the move 9 ... Kt-QR4!, much better than the immediate P-QKt4. It is worthy of note that White with 8 Q-Q1 (instead of Q-B2) does not fare any better, for then Black would not play 8 ... P-KR3? after which 9 BxKt and 10 BxP would follow, with a very free game for White, but the much stronger move 8 ... Kt-QR4! with the possible continuation 9 P-K5, P-KR3; 10 B-R4, P-KKt4; 11 KtxP, PxKt; 12 BxKtP, B-K2; 13 PxKt, BxP, and Black has the advantage.

We have thus seen that after 1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-Q4; the move 4 B-Kt5 leads at least to a very closely contested game. If White does not wish to let himself in for that type of game, and at the same time does not wish to block the outlet for his QB, there remains for him only the move 4 Kt-B3. If Black now answers either 4 ... B-K2, or 4 ... QKt-Q2, White can, according to his choice, bring about the Orthodox, the Cambridge Springs, or the San Remo System. If Black, however, wishes to avoid these methods of play, he can give the game a character of its own by 4 ... P-B4. Then, of course, White may avoid all complications by 5 P-K3, which leads to the old so-called Normal Variation, creating a game with equal chances. If White strives to obtain some advantage from the opening, there remains for him only 5 BPxP, KtxP!; 6 P-K4, KtxKt; 7 PxKt, PxP; 8 PxP, B-Kt5ch; 9 B-Q2, BxBch (Q-R4 would be weaker because of 10 R-QKt1!, BxBch; 11 QxB, QxQch; 12 KxQ, Castles; 13 B-Kt5! with marked advantage for White); 10 QxB, Castles.

This line of play, characterized by the 5th and 6th moves, might be called the Prague Variation, after the Olympic Congress in that city in 1931. As a matter of fact, the variation is quite old, but was first played a great deal in Prague,

whereas before that it was rarely seen, for example in the game Dr. Tartakower-Kmoch, at Hastings, 1927. In most of these games, but particularly in Prague, it appeared that White had no clear means at his disposal to obtain an advantage. Although the games Alekhine-Gruenfeld and Stoltz-Kmoch in Prague were both won by White, this was not as a result of any advantage obtained from the opening but rather as a consequence of later mistakes by Black. That, of course, is no indication of the strength or weakness of the Prague Variation. It seems to me, however, that the move 11 B-K2, which was exclusively played at Prague in imitation of Rr. Alekhine, is too tame to furnish any advantage. Alekhine played the move because after 11 B-Q3 the reply Kt-B3 was a little unpleasant. Only recently, however, the score of a game between Rubinstein and Schlechter came into my hands, and I hit upon the idea of trying the Rubinstein move 11 B-Kt5 in place of B-K2. This prevents 11 ... Kt-B3, and 11 ... B-Q2 accomplishes nothing since White may obtain an excellent game with 12 B-Q3, Kt-B3; 13 Castles. If Black plays 11 ... P-QR3; 12 B-R4, P-QKt4; 13 B-B2, B-Kt2, it appears that White after 14 Castles is in a position to effectively launch a King side attack. The point is that Black's Q wing is weakened by the Pawn advance; if he then plays his Knight to KB3, the danger arises that White will give Black an isolated Pawn on the Q side by means of P-QR4, and will attack and possibly win this Pawn. If on the other hand, the Black Knight stays on the Q side (Kt-B3 and ultimately Kt-R4) the Black King is not fully protected. Whether these circumstances are sufficient to bring an advantage to White is something which experience alone will reveal. From the purely logical aspect, all possibilities would seem to be in White's favor.

(To be continued)

*Translated from the German by J. R. Newman.*



# CHESS AND THE NEW DEAL

By **Barnie F. Winkelman**

**N**O code has yet been arranged under NRA for the chess world. In fact, there has been no direct mention of chess either by President Roosevelt or Hugh S. Johnson in the new dispensation which is being arranged for America and for American life. Thus far not even a limitation has been set upon the number of hours which may be spent at the chess table at a single sitting, nor has there been any regulation of moves per hour or games per day. To this extent we may take assurance that though chess is sometimes linked in the public mind with furrowed brows and concentrated thoughts, and though many a master would aver that chess in its highest form is anything but play, officially the game still remains a sport and diversion and as such it escapes regulation both of working hours and minimum compensation for the experts.

Nevertheless, there are indirect allusions and implications to chess in the spirit and the letter of the new order of economy. Behind the technicalities of the Recovery program and of trade regulations is a realization that the time has come for America to enjoy the fruits of its great productive capacity, to declare substantial dividends for the rank and file on the technological advances that have been made. There is a realization that if the machine is to remain the servant of man, man is entitled to greater leisure, to shorter working hours, to more time for living and less to the mere task of making a living. There is a further understanding that the tempo of American life has been too fast and that we have begun to pay the penalty of the emotional stresses in shattered nerves. We have been guilty of an over

emphasis upon the material. We are just discovering what older nations like France learned a long time ago, that business should be subservient to life and not life incidental to business.

This is the keynote of the age we are facing. It means less working hours, and therefore more time for cultural activities, more time for play and relaxation. Not only *need* we work less, but we *must* work less if the equilibrium of production and consumption is to be maintained. This new outlook is of great significance to the world of arts, to literature, to music, to painting; in fact to the seven arts by which man interests and amuses himself.

With these I couple chess most strongly. To date, it has been the luxury of those with ample time at their disposal to appreciate its intricacies. Like golf or music, it has not been within the reach of those who must labor daily at long hours. But now millions will be able to devote themselves to all these. They will have the opportunity to enrich their lives by more diverse pursuits and to become thereby broader and more rounded in their views of life. If ever America arrives at the stage where the average man will not have to worry over much about his daily subsistence, chess will come into its own in the grand manner.

For if one were laying a Utopia, a few indeed might contemplate a Valhalla where endless hours were taken up in combat. A few of our militarists may vision the heaven of perpetual conflict, but to the sober-minded American, ample leisure would probably mean ample golf, with a lingering stay at the nineteenth hole, a few hours of chess. . . . For I have always felt that if we ever attain that existence where we do not have to worry about rent and a grocery bill and have an infinity of time upon our hands, chess with its infinite variety will save us from boredom and fill with tense interest every moment of an eternity.



# GAME DEPARTMENT

Game No. 76

RUY LÓPEZ

New York, September, 1933

(Notes by I. Kashdan and H. M. Phillips)

I. Kashdan      Dr. A. Alekhine  
H. M. Phillips   R. Wahrburg

White

Black

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—Kt5	P—QR3
4	B—R4	P—Q3
5	P—B3	.....

Slower than the immediate P-Q4, but it avoids exchanging pieces. If 5 P-Q4, P-QKt4; 6 B-Kt3, KtxP; 7 KtxKt, PxKt; 8 B-Q5, R-Kt1; 9 QxP, and the game is even.

5	.....	B—Q2
6	P—Q4	Kt—B3
7	Q—K2	B—K2
8	Castles	Castles
9	P—Q5	.....

The forced retreat restricts Black's mobility considerably.

9	.....	Kt—Kt1
10	B—B2	P—QR4

If 10 ... P-B3; 11 P-B4, PxP; 12 KPxP, and Black is no nearer to freeing his pieces. They wish to lodge a Knight at QB4.

11	P—B4	Kt—R3
12	Kt—B3	Kt—B4
13	B—K3	P—QKt3
14	P—KR3	P—Kt3

If 14 ... Kt-K1; 15 Kt-Q2, P-B4; 16 P-B4! is to White's advantage. After the text, if 15 Kt-Q2, Black gets real chances by Kt-R4, to be followed by P-B4.

15	B—R6	R—K1
16	P—KKt4	.....

Preventing Kt-R4, and again making it difficult for Black to develop his game.

16	.....	B—KB1
17	BxB	RxB
18	Kt—R2	Q—K2
19	Q—K3	P—R4

The start of very interesting and complicated play. Black must undertake something, otherwise P-B4 gives White a very aggressive game.

20 P—B4!      .....

Sacrificing a Pawn which it would be very dangerous to accept. The alternatives 20 P-B3 or Q-Kt3 were too passive.

20	.....	RPxP
21	RPxP	.....

21 P-B5 was very tempting, but after PxRP; 22 Q-Kt5, QR-K1 (not KtxQP? 23 P-B6 wins) the attack is not quite sufficient.

21 .....      PxP

They dare not play 21 ... KtxKtP; 22 KtxKt, BxKt; 23 P-B5! when the Bishop is locked out and in great peril.

22	QxP	K—Kt2
23	QR—K1	QR—K1
24	K—Kt2	R—KR1
25	R—K2	.....

The only move to hold the game. If 25 R-K3, RxKtch! followed by KtxKtP wins. Or 25 R-B3, R-R5; 26 QR-KB1, QR-KR1 with advantage.

25	.....	R—R5
26	QR—B2	QR—KR1
27	K—Kt1	.....

The point. Now everything is defended, and White has threats on KB7.

27	.....	B—K1
28	Q—Kt5	K—B1
29	R—Kt2	.....

Now threatening RxKt, since the White Knight will remain defended.

29	.....	QKt—Q2
30	Kt—Kt5	.....

Impetuous play which seems to win, but Black has a far-sighted plan which quite refutes White's idea. 30 B-Q1 was better, to protect firmly the important Pawn at Kt4.

30 .....      Kt—K4!

We had foreseen this, but thought we would obtain a winning endgame.

31	QxKKt	QxQ
32	RxQ	BxKt!

This is the turning point. If instead 32 ... RxKt; 33 RxR, RxR; 34 KxR, KtxPch; 35 K-Kt3, KtxR; 36 KtxBP and White has the advantage.



After the text, it is quite the other way.

33 PxB	RxKt
34 RxR	RxR
35 RxPch	KxR
36 KxR	KtxPch
37 K—Kt3	Kt—K4

Black's advantage is the outside passed Pawn, which cannot be stopped without serious loss of material.

38 P—Kt3	K—B3
39 B—Q1	Kt—Q6
40 K—B3	K—K4
41 K—K3	Kt—B4
42 B—B3	P—Kt4
43 B—R1	Kt—Q2
44 B—Kt2	Kt—B3
45 B—B3	P—Kt5
46 B—K2	KtxKP
47 BxP	Kt—B3

The first Pawn goes. The rest is simple enough for the champion.

48 B—B3	KtxPch
49 K—Q2	K—Q5
50 P—R3	Kt—B6
51 B—B6	P—Q4

Refusing to fall for the last trap. If 51 ... Kt-Kt8ch; 52 K-B2, KtxPch? 53 K-Kt2 wins the Knight.

52 K—B2	P—R5
53 PxB	K—B5

Resigns.

The White Pawns will disappear in rapid succession.

\* \* \*

Game No: 77

KING'S INDIAN DEFENSE

Detroit, September, 1933

(Notes by I. A Horowitz)

**R. Fine**

White

1 P—Q4
2 P—QB4
3 P—KB3

**A. W. Dake**

Black

Kt—KB3
P—KKt3
.....

An unusual move at this stage of the game, but not without merit. The idea is to establish a firm Pawn center rapidly.

3 .....	P—Q4
---------	------

A good alternative would be B-Kt2, followed by P-Q3, Castles, and P-K4 or B4, whichever the position may warrant.

4 PxB	KtxP
-------	------

5 P—K4	Kt—Kt3
6 B—K3	B—Kt2
7 Kt—B3	Castles
8 Q—Q2	P—K4
9 P—Q5	P—QB3

The correct idea, an attempt to break the center.

10 P—QR4	.....
----------	-------

Instead 10 PxP would lead to equality. The text strives to maintain the advanced QP by a counter thrust at Black's misplaced Kt at Kt3.

This, however, results in creating a hole at White's QKt4.

10 .....	PxP
11 PxP	Q—R5ch

If instead Kt-B5, 12 BxKt, Q-R5ch; 13 Q-B2, QxB; 14 BxP, with a Pawn plus.

12 B—B2	Q—QKt5
13 P—R5	Kt—B5
14 BxKt	QxB
15 KKt—K2	Kt—R3
16 Castles	Kt—B4
17 BxKt	QxBch

A resume of the opening stages indicates that Black has managed well, having achieved the advantage of two Bishops for two Knights.

18 K—R1	R—Q1
---------	------

Also offering good prospects would be the immediate P-KB4, followed by B-Q2 and QR-K1.

19 Q—Kt5	P—B3
20 Q—R4	P—KKt4

But this was unnecessary. B-Q2 or B4 was more natural. White is now able to temporarily place a Knight at K4 without being molested by a Pawn.

21 Q—R4	B—B4
22 KR—Q1	QR—B1
23 Kt—Kt3	B—Kt3
24 KKt—K4	Q—B5

Offering to exchange Queens, which would leave Black with a favorable endgame, which White rightly declines. 24 ... Q-K2, with the eventual threat of driving the Knight by P-KB4 should have been considered.

25 Q—R3	B—B1
26 P—Q6	.....

The passed Pawn assumes great strength. Black's pieces are apparently no longer properly coordinated.

26 .....	K—Kt2
27 R—Q5	B—B2
28 R—Q2	R—B3
29 QR—Q1	R—R3
30 Q—R1	.....



While Black seeks to pick up stray Pawns, White is laying the foundation for a pretty sacrifice.

30 ..... P—Kt3  
31 Q—B1 RxP?

An error, but Black was completely oblivious of what was in store for him. Simply P-KR3 and the game would still be difficult.

32 KtxBP! .....

The point! The sacrifice quickly concludes the game. Of course, even if the Knight is not accepted, Black's position is quite shattered and he must soon succumb.

32 ..... KxKt  
33 Kt—K4ch K—Kt2  
34 R—B2 Q—R5  
35 QxPch B—Kt3  
36 R—B7ch K—Kt1  
37 QxBch! Resigns.

For after PxQ, 38 Kt-B6ch and R-R7 mate.

This game was awarded the special brilliancy prize.

\* \* \*

### Game No. 78

QUEEN'S INDIAN DEFENSE  
Detroit, September, 1933

(Notes by I. A Horowitz)

**S. Reshevsky** **R. Fine**

White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—KB3	B—Kt5ch
4 B—Q2	BxBch

Or 4 ... Q-K2; 5 Kt-B3, BxKt; 6 BxB, Kt-K5 with a satisfactory position.

5 QxB	P—QKt3
6 P—KKt3	B—Kt2
7 B—Kt2	Castles
8 Kt—B3	Q—K2
9 Castles	P—Q3
10 Q—B2	P—B4
11 PxP	.....

Instead 11 P-K4 would maintain the upper hand. Then might follow 11 ... P-K4; 12 P-Q5, QKt-Q2; 13 Kt-KR4 to be continued with the

eventual break, P-KB4, which would give White control of the center.

11 .....	KtPxP
12 QR—Q1	Kt—B3
13 P—K4	KR—Q1
14 R—Q2	Kt—KKt5
15 KR—Q1	KKt—K4
16 KtxKt	Kt—Q5

Inviting complications, but the simple 16 ... PxKt, followed by anchoring the Kt at Q5 offered better prospects.

17 Kt—Kt6	RPxKt
18 Q—Q3	P—K4
19 R—KB1	.....

Readjusting his Rook for attack on the KB file.

19 .....	B—B3
20 P—B4	QR—Kt1
21 P—B5	Q—Kt4
22 P—B6!	R—Kt2

If PxP; 23 P-KR4 immediately regains the Pawn with a strong position.

23 QR—KB2	PxP
24 P—Kt3	P—B4
25 PxP	BxB
26 KxB	PxP
27 RxP!	.....

Black's weakness on his White squares together with the exposed position of his King, justify the sacrifice of the exchange.

27 .....	KtxR
28 RxKt	Q—R3
29 Q—K4	R—K2
30 Q—Kt4ch	K—B1
31 R—R5	Q—Kt2
32 Q—R4	P—B4
35 Kt—Q5	.....

33 R-R8ch at once also wins easily, but the text is more forceful.

33 .....	K—K1
34 KtxR	Resigns.

For if QxKt; 35 R-R8ch followed by R-R7 wins the Queen. The attack was splendidly handled by Reshevsky, to give Fine his only loss in the tournament.



## Game No. 79

## ENGLISH OPENING

Detroit, September, 1933

(Notes by I. Kashdan)

**A. W. Dake**      **L. Stolcenberg**

White

Black

- |          |        |
|----------|--------|
| 1 Kt—KB3 | P—QB4  |
| 2 P—B4   | Kt—QB3 |
| 3 Kt—B3  | P—KKt3 |

Probably better than 3 ... Kt-B3; 4 P-Q4, which gives White control of the center.

- |           |       |
|-----------|-------|
| 4 P—KKt3  | B—Kt2 |
| 5 B—Kt2   | P—Q3  |
| 6 Castles | B—Q2  |
| 7 P—Kt3   | Kt—B3 |
| 8 P—Q4    | ..... |

Seemingly risky, in view of Black's menacing Bishop at Kt2, but White soon gains control of the long diagonal.

- |          |         |
|----------|---------|
| 8 .....  | PxP     |
| 9 KtxP   | Castles |
| 10 B—Kt2 | KtxKt   |
| 11 QxKt  | B—B3    |
| 12 Kt—Q5 | Q—Q2    |

Allowing White to consolidate his advantage in the center. 12 ... Kt-K1; 13 Q-Q2, BxB; 14 QxB, P-K3; followed by Q-B3, etc., would have relieved the pressure.

- |         |        |
|---------|--------|
| 13 P—K4 | P—QKt4 |
|---------|--------|

Opening the lines only helps White, whose pieces are definitely better placed.

- |          |       |
|----------|-------|
| 14 KR—B1 | QR—B1 |
|----------|-------|

Allowing a pretty forced win. 14 ... Kt-K1, etc., as before, was still the best.

- |          |       |
|----------|-------|
| 15 PxP   | BxP   |
| 16 P—QR4 | ..... |

Sufficient, but not nearly as strong as at once 16 B-KR3! If then QxB; 17 KtxPch, K-R1; 18 QxKt!, R-KKt1 (or 18 ... RxRch; 19 RxR, R-KKt1; 20 QxBP wins); 19 RxR, QxR; 20 KtxQ, and White emerges a Rook ahead. Or 16 B-KR3!, RxRch; 17 RxR, Q-Kt2 (if Q-Q1; 18 R-B8 wins the Queen); 18 R-B7 and wins.

- |           |       |
|-----------|-------|
| 16 .....  | B—B3  |
| 17 B—KR3! | QxB   |
| 18 KtxPch | K—R1  |
| 19 KtxB   | ..... |

If now 19 QxKt, R-KKt1 wards off the attack. White has, however, succeeded in annexing a valuable Pawn.

- |           |        |
|-----------|--------|
| 19 .....  | KR—K1  |
| 20 KtxP   | QR—Kt1 |
| 21 Kt—Kt5 | K—Kt1  |
| 22 P—B3   | P—Q4   |
| 23 P—K5   | Kt—R4  |

A mistake which loses a piece, but the ending was hopeless.

- |           |          |
|-----------|----------|
| 24 Q—KKt4 | Resigns. |
|-----------|----------|

## Game No. 80

## FRENCH DEFENSE

Winnipeg, September, 1933

(Notes by Malcolm Sim)

**R. E. Martin****B. Blumin**

White

Black

- |          |        |
|----------|--------|
| 1 P—K4   | P—K3   |
| 2 P—Q4   | P—Q4   |
| 3 Kt—QB3 | Kt—KB3 |
| 4 B—Kt5  | PxP    |
| 5 KtxP   | B—K2   |
| 6 BxKt   | BxB    |

Bogoljubow first tried PxB in his world's championship match with Dr. Alekhine. Then after 7 Kt-KB3 Alekhine recommends P-Kt3 in the New York Tournament Book.

- |          |       |
|----------|-------|
| 7 Kt—KB3 | Kt—Q2 |
| 8 P—B3   | ..... |

Here in the 24th game of the match Bogoljubow continued 8 Q-K2, Castles; 9 Castles, B-K2; 10 K-Kt1, P-QKt3; 11 P-KKt4 for a King side attack.

- |         |        |
|---------|--------|
| 8 ..... | P—QKt3 |
|---------|--------|

Perhaps a little premature.

- |               |            |
|---------------|------------|
| 9 B—Kt5       | B—Kt2      |
| 10 KtxBch     | PxKt       |
| 11 Q—K2       | Q—K2       |
| 12 Castles QR | P—B3       |
| 13 B—R6       | Castles QR |
| 14 KR—K1      | .....      |

14 P-Q5, BPxP; 15 RxP, Kt-B4, would lead to wholesale exchanges, and Black would be quite comfortable.

- |           |       |
|-----------|-------|
| 14 .....  | Q—Q3  |
| 15 P—KKt3 | Kt—B1 |
| 16 BxBch  | KxB   |
| 17 Kt—Q2  | Q—Q4  |
| 18 P—QB4  | Q—QR4 |
| 19 Kt—Kt3 | ..... |



Surrendering a Pawn, and White fails to trap the Queen. Nevertheless the open file serves for Black's undoing.

19.....	QxP
20 K—B2	Q—R5
21 P—B5	Q—R3
22 QxQch	KxQ
23 R—R1ch	K—Kt2
24 R—R2	Kt—Kt3

Here, as Martin points out, Black should have strengthened his King's position by Kt-Q2.

25 KR—QR1	R—R1
26 Kt—Q2!	KR—Q1
27 Kt—B4	P—Kt4

Of course, if RxP, then 28 KtxP wins the exchange. The entry of the White Knight starts the bottling up process.

28 Kt—Q6ch	K—Kt1
29 R—R6	Kt—K2
30 R(R1)—R5	.....

Threatening 31 RxBP, KtxR, and White mates in two.

30.....	R—Q2
31 P—B4	P—B4
32 K—Kt3	R—B2

Costing a Pawn, but he has to free the Knight, or he would soon run out of moves.

33 KtxBP	Kt—Q4
34 Kt—Q6	Kt—K6
35 R—R1	Kt—Kt5
36 R—K1	KtxP
37 RxKP	R—KKt2
38 R—K8ch	K—B2
39 RxR	RxPch
40 K—R2	K—Q2

White now mates in three moves, starting with 41 R-K8. A trenchant victory for the new Canadian champion against one of the strongest competitors.

\* \* \*

Game No. 81

QUEEN'S INDIAN DEFENSE

Hastings, August, 1933

(Notes by I. Kashdan)

**T. H. Tylor**

White

1 P—Q4

2 Kt—KB3

**W. Winter**

Black

Kt—KB3

P—QKt3

3 QKt—Q2	B—Kt2
4 P—K3	P—K3
5 B—Q3	P—B4
6 Castles	Kt—B3
7 P—B3	B—K2
8 Q—K2	Castles
9 P—QR3	.....

It is now a form of Colle System, where P-K4 should be played at once. The precautionary text-move is hardly necessary.

9.....	Q—B2
10 R—K1	P—Q4
11 P—K4	.....

Obtaining a very free game. Exchanging Pawns first would have avoided the isolated QP, but the latter is far from being a weakness in this position.

11.....	QPxP
12 KtxP	PxP
13 PxP	QR—Q1
14 B—K3	KtxKt
15 BxKt	B—B3
16 Q—B2	.....

16 QR-B1, followed by B-Kt1, would have saved some time in arriving at the desired attacking position.

16.....	P—KR3?
---------	--------

16 ... P-Kt3 was considerably safer, when Black's KB could play its proper part in the defense.

17 QR—B1	R—B1
18 Q—Q2	KR—Q1
19 B—Kt1	Q—Q2
20 Q—Q3	KtxP?

Overlooking the full force of White's attack. 20 ... P-Kt3 was essential, and would still have equalized.

21 KtxKt	RxR
----------	-----

Allowing a pretty mate in four. But the game could no longer be held. If 21 ... BxKt; 22 RxR (not 22 QR-Q1, Q-B3!, etc.), BxR; 23 R-Q1, P-K4; 24 BxB, PxP; 25 Q-R7ch, K-B1; 26 R-K1!, P-B3; 27 B-R2! and mate is inevitable.

22 Q—R7ch	K—B1
23 Q—R8ch	K—K2
24 Kt—B5ch!	PxKt
25 B—B5 mate.	



## Game No. 82

## SLAV DEFENSE

Mährisch-Ostau, July, 1933

(Notes by Fred Reinfeld)

L. Steiner                      E. Canal

White

Black

1 P—Q4

P—Q4

2 P—QB4

P—QB3

3 Kt—KB3

Kt—B3

4 Kt—B3

PxP

5 P—QR4

.....

After 5 P-K3, Black gets a good game by 5 ... P-QKt4; 6 P-QR4, P-Kt5!; 7 Kt-R2, P-K3, etc.

5 .....

B—B4

6 Kt—K5

.....

A somewhat clumsy manoeuvre which costs too much time. The simpler continuation 6 P-K3 is stronger.

6 .....

Kt—R3

7 P—B3?

.....

A further waste of time. White possibly overlooked that he could play 7 P-K3, Kt-QKt5; 8 BxP!, P-K3 (if Kt-B7ch? 9 QxKt!); 9 Castles, followed by Q-K2, R-Q1 and finally P-K4 with a beautiful position.

7 .....

Kt—Q2!

8 KtxP(B4)

.....

Not the best. White should have gone in for 8 KtxKt, BxKt; 9 P-K4, P-K4, etc.

8 .....

P—K4!

An unexpected thrust.

9 P—K4

.....

9 PxP is refuted by Q-R5ch, while 9 KtxP, KtxKt; 10 PxKt, QxQch; 11 KxQ, Castles QRch; 12 B-Q2, Kt-B4! (threatening Kt-Kt6 or RxBch) or 11 KtxQ, Kt-Kt5; 12 K-B2, B-B4ch; or finally 12 Kt-K3, B-B4 leads to an untenable game for White. (Knoch).

9 .....

PxP!

10 PxB

.....

10 QxP, Kt-Kt5; 11 Kt-K3 was perhaps preferable.

10 .....

PxKt

11 PxP

.....

Knoch gives these alternatives:

I. 11 Q-K2ch, B-K2; 12 Kt-Q6ch, K-B1; 13 KtxKtP, Q-Kt3; 14 QxKt (or 14 PxP, Kt-B2!; 15 Q-Q3, QxKt; 16 QxKt?, R-Q1!, etc.) PxP! and wins.

II. 11 Kt-Q6ch, BxKt; 12 QxB, Q-R4ch wins.

11 .....

Q—B3!

12 Q—B2

Kt—Kt5!

13 Q—K4ch

B—K2

14 B—Q2

Castles QR

15 Q—Kt1

.....

White must forestall KR-K1.

15 .....

Kt—K4!

Canal's play is very energetic, and takes full advantage of White's exposed position.

16 PxKt

KtxKt

17 BxKt

Q—R5ch

18 P—Kt3

QxB

19 Q—K4

.....

White has no valid defense. If 19 Q-B1, QxQch; 20 RxQ, KR-K1 wins.

19 .....

QxQch

Or simply 19 ... Q-Q5! (Gruenfeld); 20 QxQ, RxQ; 21 P-Kt5, R-K1 and wins.

20 PxQ

R—Q5

21 P—Kt5

RxPch

22 K—B2

R—K4

23 P—Kt4

R—Q1

24 B—B4

B—B4ch

25 K—Kt2

R—K7ch

26 K—R3

B—Q3

27 B—Kt3

BxB

28 PxB

P—Kt4!

29 KtPxP

.....

A blunder in time pressure, but White was lost in any case. If 29 PxPe.p., RPxP; 30 P-Kt5, R-R1ch; 31 K-Kt4, RxR; 32 RxR, PxP; 33 PxP, R-QKt7; 34 R-R7, 35 RxP, P-R4, etc.

29 .....

R—Q3!

Forcing mate.

30 PxPch

K—Kt1

Resigns.

This game was awarded the first brilliancy prize.



# CURIOUS CHESS FACTS

By Irving Chernev

1. The English master J. H. Blackburne was a contestant in international tournaments for a period of over 50 years (1862 to 1914).

2. A. F. Mackenzie, although blind, composed some of the finest chess problems ever published.

3. A book of Philidor's games published in 1819 has illustrative diagrams showing the position of the pieces after each move.

4. Judge James Mc Connell of New Orleans had the distinctive honor of having played chess with Morphy and Capablanca.

5. Former United States Champion A. B. Hodges, who participated in all of the Cable matches between the United States and England, never lost a game in these matches.

6. A correspondence game begun in 1859 between a Mr. Brenzinger of New York and his brother in England lasted 16 years.

7. A peculiar rule regarding drawing a game by perpetual check is given in Murray's History of Chess. The rule is that games in which perpetual check occurs are called drawn, but check must be given seventy times.

8. The one club that Chess Masters do not wish to join, although dues are never collected, is called the "Vera Menchick Club." To qualify, one must lose a game to her in a Master's Tournament.

9. A book published in Germany, whose title is "Advice to Spectators of Chess Tournaments" has all the pages blank except one. That one has but two words in it - "Halt's Maul" (Keep your mouth shut).

10. Although even great players are apt to blunder and lose games in short order, one would not expect a consultation game to be brief. The record is held by Bird and Dobell who lost to Gunsberg and Locock at Hastings, 1897, in nine moves.

11. In a tournament played at Budapest in 1912, Dr. Vidmar had the peculiar experience of winning the most games and yet finishing last. Marshall, who won only one game, won the first prize. (Explanation on request).

12. Alekhine playing in the great Tournament at Bled in 1931 did not lose a game in twenty-six rounds. The number of points separating him from the second prize winner, Bogoljubow ( $5\frac{1}{2}$ ), was almost as great as between second place and last!

13. At Baden-Baden, 1925, Alekhine won first prize without losing a game. This is not an unusual thing for Alekhine to accomplish. His score against the ten players below him was unusual, though. It ran as follows: Draw, win, draw, win, draw, win, draw, win, draw, win.

14. Chess players are not noted for their poor opinions of their own prowess. David Janowski furnished a good example once of this trait. After losing a match to Marshall, he sent the American Champion a cable offering to play him at Knight odds!

15. In striking contrast was the attitude of Carl Schlechter who did not enter his games for brilliancy prizes as he wanted others to share some of the prize money. That was one reason but the real one was undoubtedly innate modesty.

16. Schottlander needed only a draw to win the Leipzig Tourney of 1888. His opponent, Mieses offered him a draw but he refused to accept it. Schottlander lost the game and with it first prize.



17. Sammy Reshevsky was asked whether he expected to win the Western tournament of 1933. His reply was "Who is there to beat me?" Remarkably enough he was right. No one did beat him, but he didn't win the tournament.

18. Many wonderful scores have been compiled in tournaments, but the worst is undoubtedly held by Colonel Moreau who played in the Monte Carlo Tournament of 1903. After twenty-six rounds he still had nothing on the credit side and twenty-six zeros on the debit side of his ledger.

19. Ernest Grunfeld, probably the greatest authority on the openings in the world, never began a game with 1 P-K4.

20. Frank J. Marshall once saved a line of play in the Ruy López opening for ten years to be used expressly against Capablanca. He tried it in a tournament played in New York in 1918, but lost the game, nevertheless.

21. In 1912, Marshall played one of the most unexpected moves ever seen in Chess, against Lewitzky. The move so pleased the spectators that they immediately showered the board with gold pieces.

22. Very few masters have ever been able to give an impressive simultaneous exhibition at Prague, the opposition being so strong. Hearing of this, Spielmann made a wager that he would achieve a score of at least 80%. He lost the bet though, as he lost more games than he won.

23. Perhaps the most fanatical devotee the game has ever known was Harrwitz. He played Chess at the Café de la Regence, morning, noon and night seven days a week. In addition he had Chess figures embroidered on his shirts and wore stick-pins shaped like Chess pieces. But perhaps he has many other rivals.

## POETRY CORNER

### JUST ANOTHER ONE

He was crazy about chess  
I'm referring to old Hook  
And this is a yarn  
You can place in your book.

You may not believe it  
But yet it is true  
His passion for the game  
Grew and it grew.

'Til when he passed out  
'T was plain from his will  
That he would if he could  
Play at chess still.

For 'twas clearly set down  
That when he went hence  
(Though it hardly accords  
With what is called good sense).

"My bones shall be sent  
To where Chessmen are made,  
And carved into pieces."  
So he was obeyed.

They were placed into boxes  
With old Hook on the lid,  
They're quite decent pieces  
And cost half-a-quid.

I purchased a box  
Of the pieces of old Hook  
Men made from his bones  
From the Queen to the Rook.

*Charles SANDERS*

### THE GAMBLER

While playing chess with his friends at the Frat  
He would wager even money—his car or his hat,  
His betting propensities caused them much pain  
For the beggar would beat them again and again!

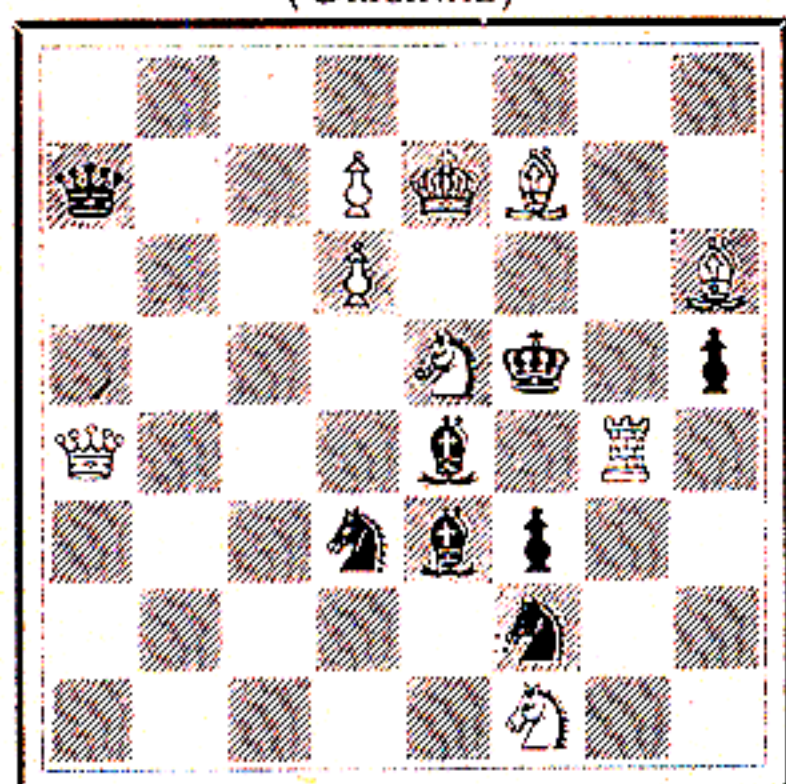
One day he grew ill with a pain in the head  
It grew worse, he sank lower then sadly said:  
"Please bury my set with me when I go  
Even the angels may relish a few games or so;  
I'll wager my halo, my harp or my wings  
And when I've cleaned up I'll play for spare strings."

He died and while laying the poor chap to rest  
They granted his final but foolish request.  
The latest report has him doing well  
And playing the Devil for matches in Hell.

*Charles SANDERS*

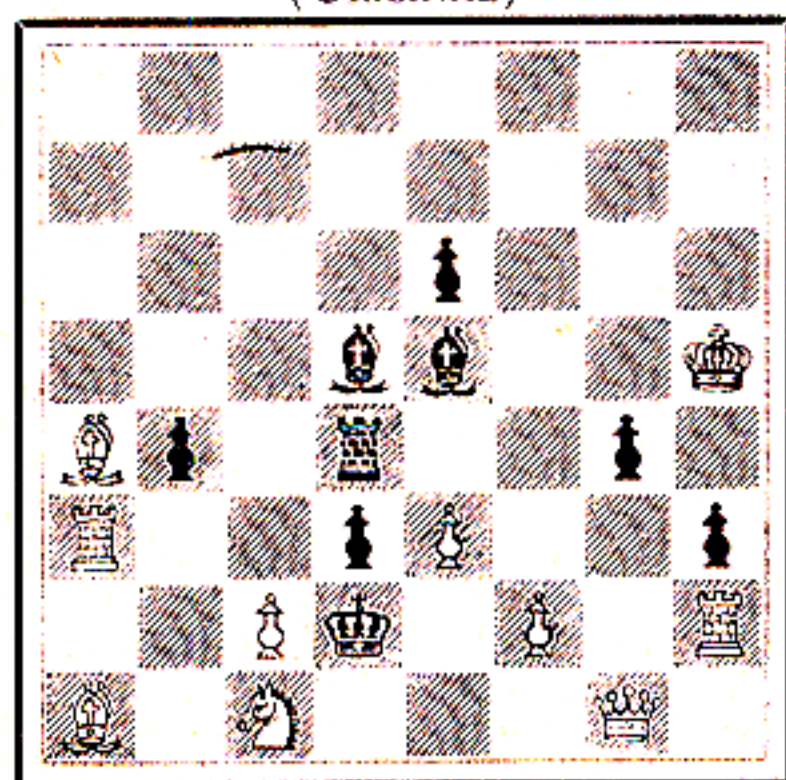


No. 85  
WILHELM ANDERS  
HARBURG, GERMANY  
(ORIGINAL)



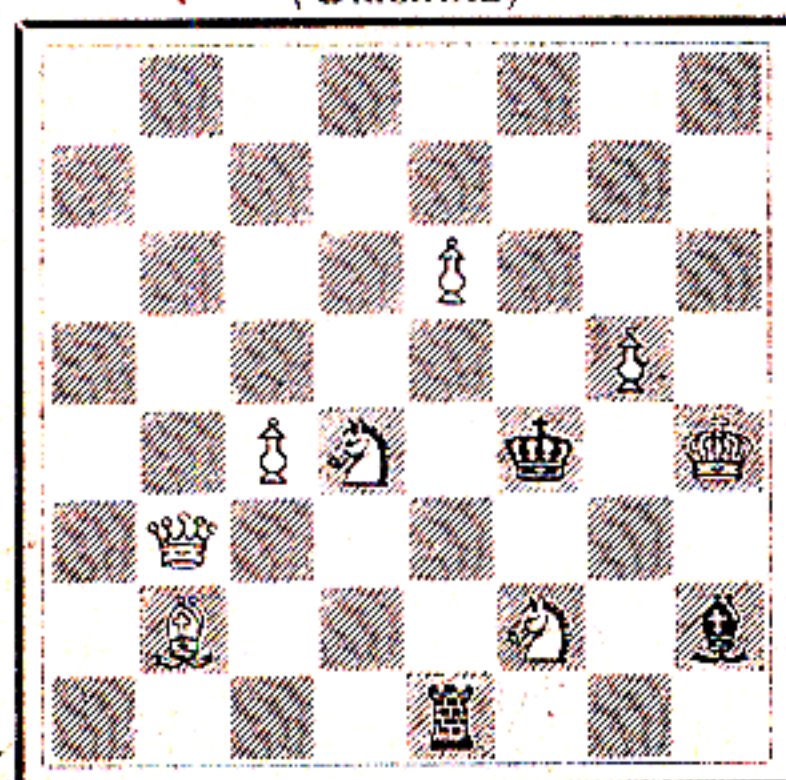
White mates in two moves

No. 86.  
E. BOSWELL  
LANCASTER, ENGLAND  
(ORIGINAL)



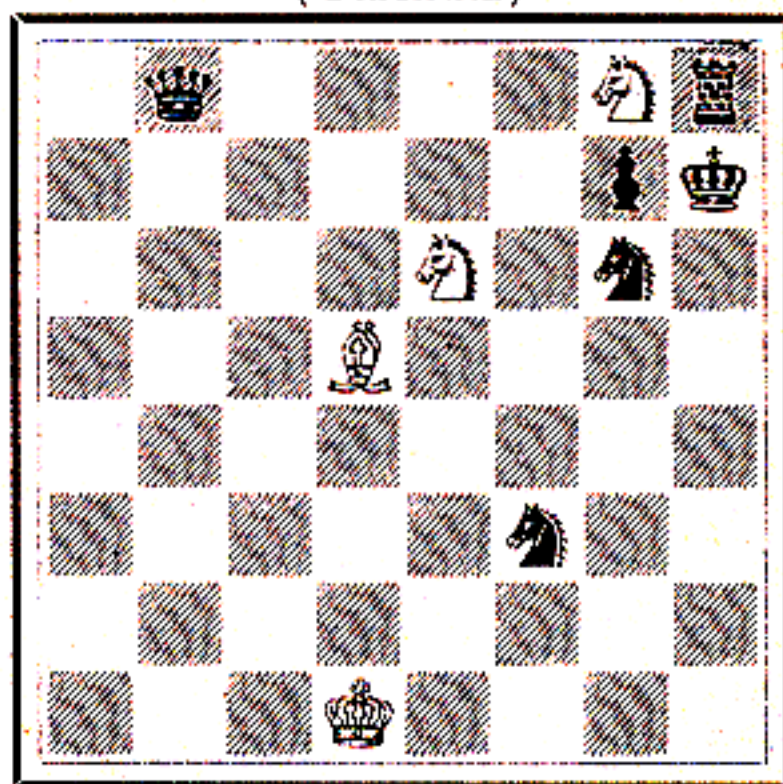
White mates in two moves

No. 87  
MANNISH CHAROSH  
BROOKLYN, N. Y.  
(ORIGINAL)



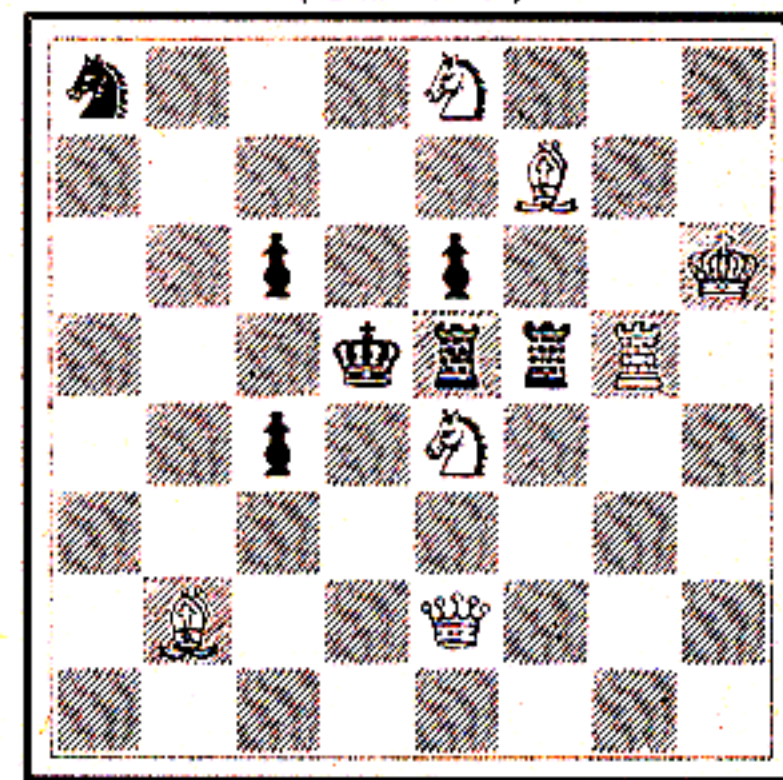
White mates in two moves

No. 88  
G. W. HARGREAVES  
AUBURN, ALA.  
(ORIGINAL)



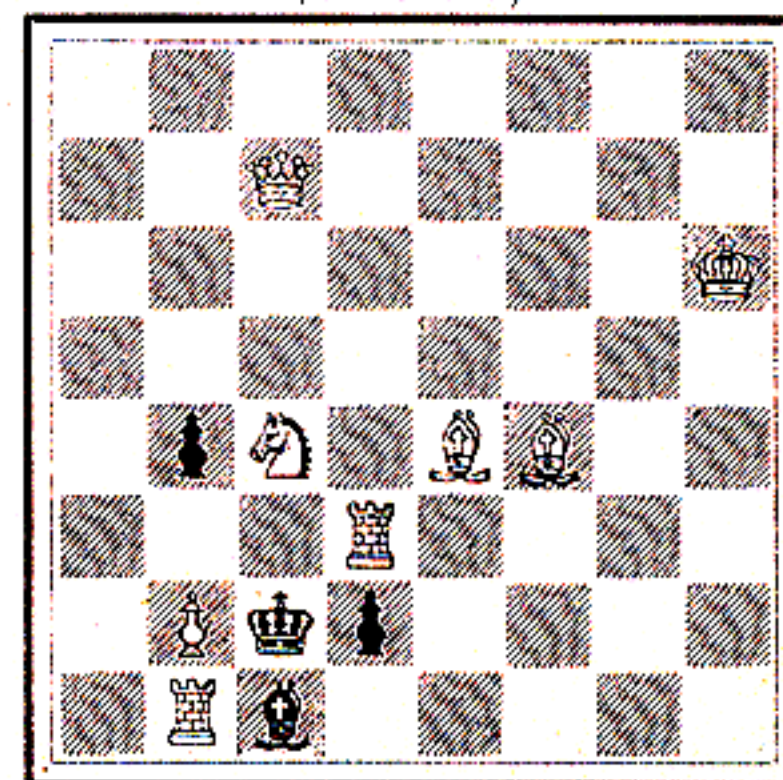
White mates in two moves

No. 89  
F. A. HILL  
WHITE BEAR, MINN.  
(ORIGINAL)



White mates in two moves

No. 90  
WALTER JACOBS  
NEW YORK CITY  
(ORIGINAL)

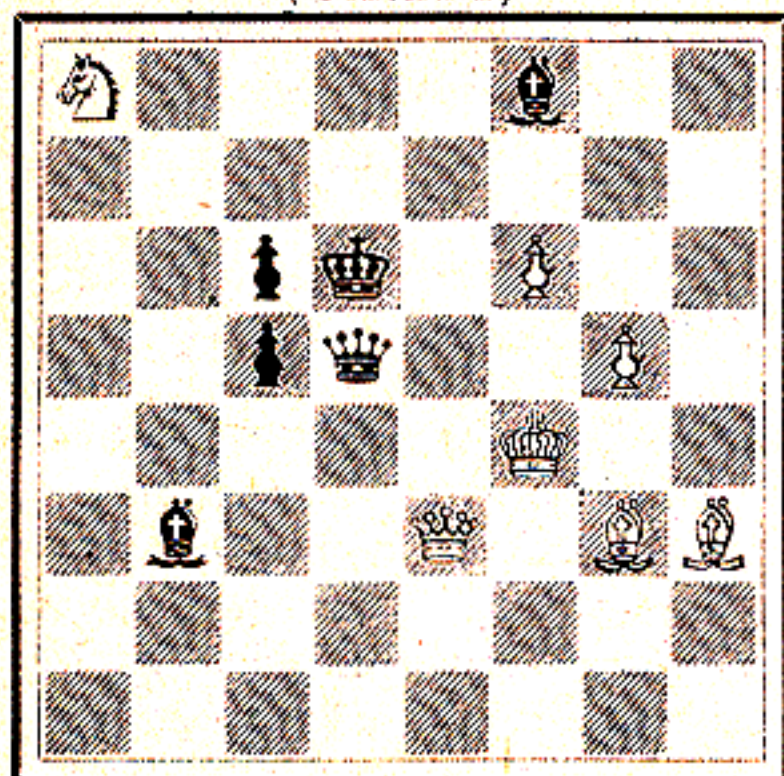


White mates in two moves



No. 91

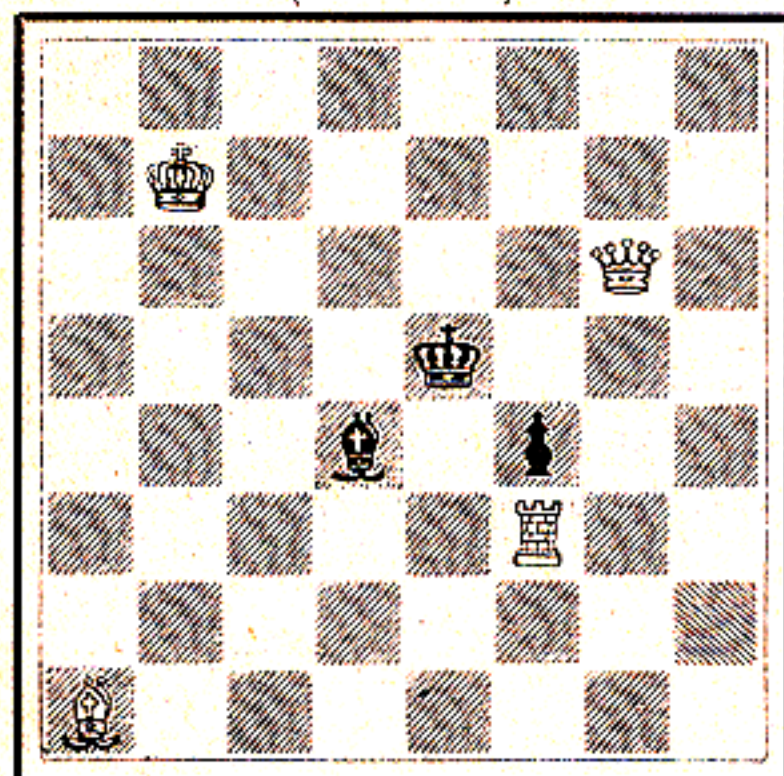
S. BENJAMIN & W. JACOBS  
IN MEMORIAM W. A. SHINKMAN  
(ORIGINAL)



White mates in three moves

No. 92

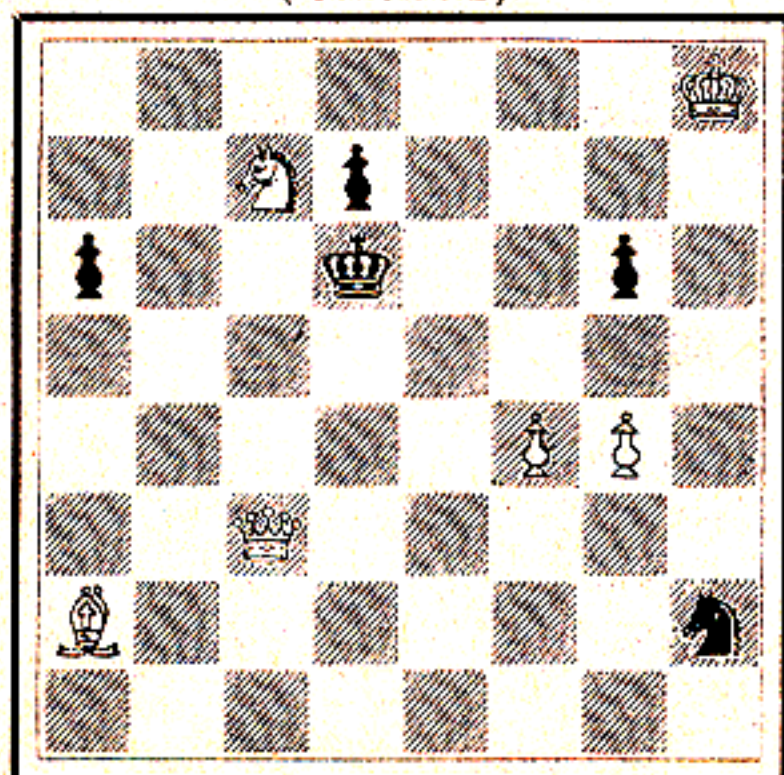
R. CHENEY  
ROCHESTER, N. Y.  
(ORIGINAL)



White mates in three moves

No. 93

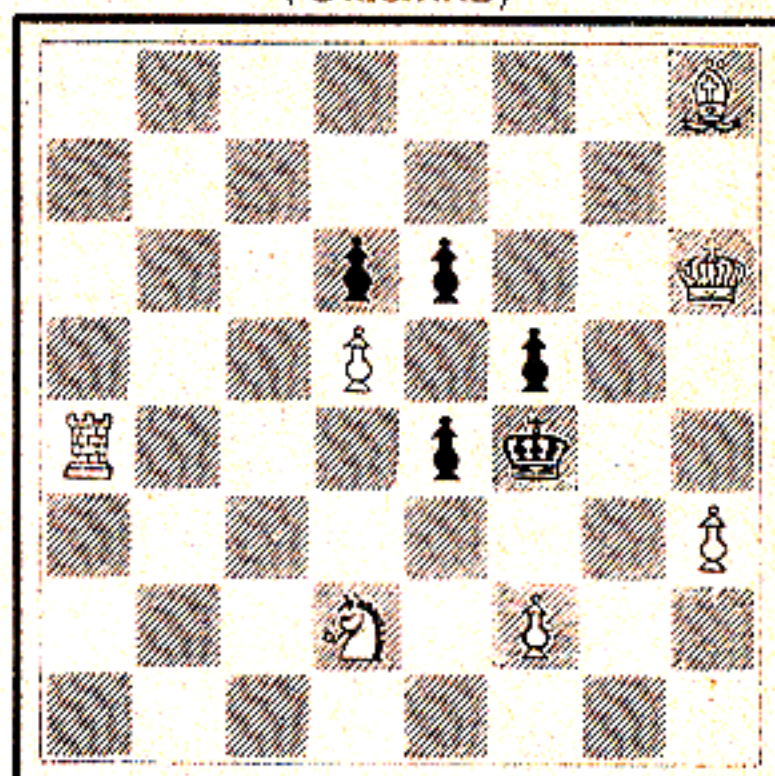
EDWARD HAENIGES  
BUFFALO, N. Y.  
(ORIGINAL)



White mates in three moves

No. 94

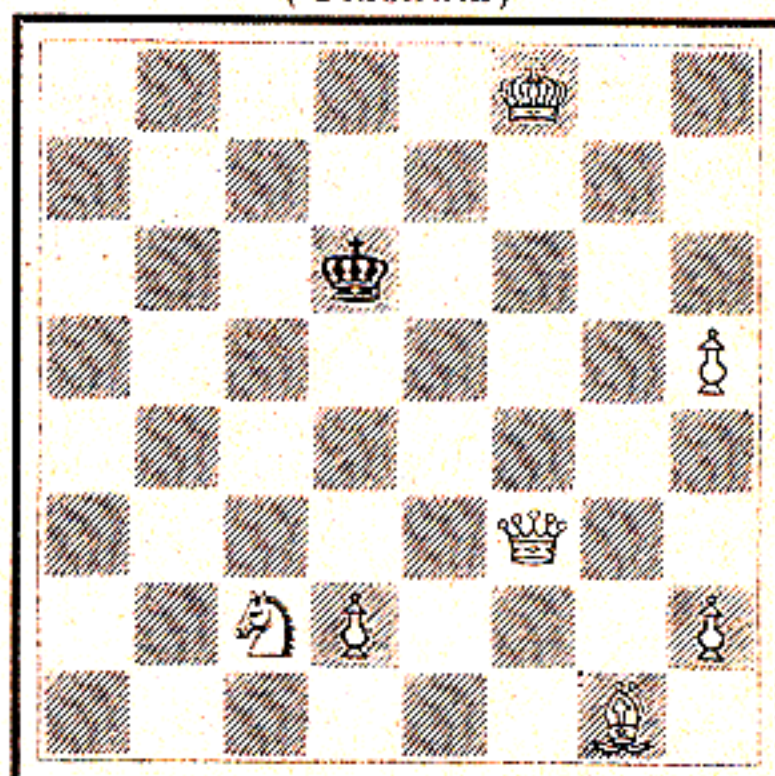
DAVID C. McCLELLAND  
JACKSONVILLE, ILL.  
(ORIGINAL)



White mates in three moves

No. 95

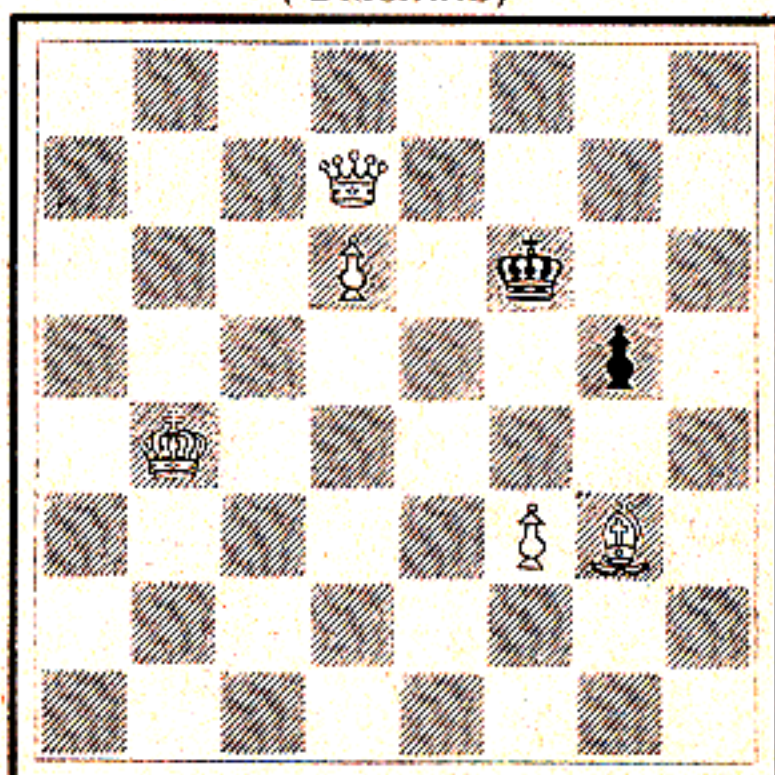
WILBUR VAN WINKLE  
ENDICOTT, N. Y.  
(ORIGINAL)



White mates in three moves

No. 96

EARL F. YOUNG  
READING, PA.  
(ORIGINAL)



White mates in three moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

By Otto Wurzburg

## Our Problems this Month

No. 86. Some fine interference and uncovering.

No. 88. One of our solvers contributes his first problem.

No. 89. The composer has been active for years in correspondence chess in Minnesota. More recently he has devoted a part of his time to composition.

No. 90. Fine Key and two unusual variations.

No. 91. Two of our solvers pay tribute to the memory of Shinkman.

No. 94. An Indian to which is added a discovered mate variation.

Nos. 95-96. From our new generation.

## Solutions

No. 61. N. Gabor. 1 Q—K3.

Nice offering, good key.—Donald Morris. An unusual setting.—F. G. Gardner. Interesting play around Q5.—G. Dobbs. Very interesting, especially the Queen interferences.—N. Malzberg. Position of the Queen suggests key.—S. Braverman. Nice hidden key. Black shut-offs on Q4 and Q5 lead to pretty effects.—E. Boswell.

No. 62. C. S. Kipping. 1 Q—B6.

A curious double unpin.—G. Dobbs. Key good and theme variations could hardly be bettered. Kipping's work is always beautiful.—Donald Morris. Theme variations charmingly introduced and by-play interesting.—E. Boswell.

No. 63. R. Cheney. 1 Q—Kt7.

B—Kt8ch	2 Kt—B2ch
Cooked by	1 K—B3
K—Kt8	2 Q—R3
P—Kt7	2 Kt—Kt3ch

No. 64. A. J. Fink. 1 P—Kt6.

PxKtP	2 Q—K5
PxQP	2 Q—R5
P—B3	2 Q—KB5
P—B4	2 Q—K8

Nice tasker.—W. Van Winkle. Tantalizing.—

E. A. Nash. Beautiful task admirably carried out.—D. C. McClelland. If the theme requires a dummy Rook and an almost impossible Pawn position, the game is hardly worth the candle.—G. Dobbs. An ingenious construction. Key novel.—N. Malzberg. A clever achievement.—E. McCarthy. Remarkable composition.—A. C. Forten. Not difficult, but Queen play neat.—S. Braverman. Difficult task well worked out.—W. Jacobs. Excellent Pawn and Queen play.—A. Szabo. Very tricky.—F. G. Gardner. Beautiful and economical considering theme.—D. Morris. Most meritorious tasker.—E. Boswell.

No. 65. Dr. G. Dobbs. 1 Q—R4.

Threat	2 Q—K1ch
K—R3	2 Q—Q8
K—Kt5	2 B—QKt5

This fine 3er proved very difficult and caught many solvers.—O. W. Rather tricky.—M. H. Kleiman. This is not only catchy, it is a masterpiece.—W. Van Winkle. A great credit to Dr. Dobbs.—I. Piasetzky. A teaser. The Bishop sacrifice comes as a surprise.—N. Malzberg. A masterpiece.—S. Braverman. The tries are many and tricky. Very good.—W. Jacobs. Beautiful and difficult.—F. Vail. The White Bishop variation is fine.—A. Szabo. Finely conceived strategic key. Splendid. Loyd never did anything finer.—E. Boswell.

No. 66. I. Kashdan. 1 B—KR4.

KxR	2 P—Q8-
	(Q) ch
KtxKt	2 R—Q5ch
K—B5	2 R—B6ch

Two chameleon echoes.—W. Jacobs. Very pretty echo.—M. H. Kleiman. Another masterpiece.—W. Van Winkle. Masterpiece.—I. Piasetzky. Delightful echo.—E. Boswell. Brilliantly executed masterpiece.—E. A. Nash. The chameleon echo is fine and novel.—G. Dobbs. A masterpiece.—N. Malzberg. Brilliant example.—S. Braverman. Pointed key and nice mates.—D. Morris.

No. 67. E. McCarthy. 1 R—QB5.

K—Kt3	2 R—B6ch
P—Kt3	2 B—R2



Neat miniature.—M. H. Kleiman. This is a dandy problem and cute.—I. Piasetzky. Artistically done.—E. A. Nash. Cute little trifle.—G. Dobbs. Nice sacrifice.—N. Malzberg. This one held me up longer than all the rest combined.—H. M. Berliner. Unexpected key and beautiful Rook sacrifice.—S. Braverman. Very neat.—W. Jacobs. Neat.—A. Szabo. Extremely pretty.—D. Morris. Neat.—F. G. Gardner. A beautiful pointed affair worthy of Loyd or Shinkman.—D. C. McClelland. Exceptionally neat. All very charming.—E. Boswell.

**No. 68. David G. McClelland. 1 Q—R2.**

K—K6	2 QKt-B4ch
K—B6	2 KKt—B4
P—K6	2 K—Kt4
Cooked by	1 KKt—B4
K—B6	2 Q—R2
P—Q7	2 Q—Q5ch.

**No. 69. Wilbur Van Winkle. 1 P—Kt4.**

Threat	2 QxPch
PxPe.p.	2 Q—Q4ch
P—B6	2 P—Kt5
K—K5	2 QxP
K—B6	2 R—Q4

Delightful with a remarkable lot of play.—E. Boswell. Beautiful and not easy.—M. H. Kleiman. Very fine.—I. Piasetzky. Good key and nice continuations.—G. Dobbs. Good key.—N. Malzberg. Good variety and not easy.—A. Szabo. A flash of inspiration to solve this clever one.—S. H. Thelin. Very clever.—F. G. Gardner. Rather neat.—D. Morris. Mr. Van Winkle has great possibilities as a composer. More power to him.—D. C. McClelland.

**No. 70. F. Palatz. 1 R—Kt4.**

Threat, 2 R—B4ch, RxR; 3 KtxP mate  
R—Q7 (preparatory manoeuvre)  
2 R(Kt4)—Kt5, R—KB5

Now B-Q6 is followed by 3KtxP mate, as 1 R-Q7 has been an anti-obstruction move, but a critical one also. This would be a Grimshaw interference.

3 R—K5

Explanatory solution supplied by the composer. Short mates and duals spoil this.—G. Dobbs. R-Kt5 is a fine try.—E. A. Nash. Very little variety.—N. Malzberg. A curious key. Quite a modern problem with, it seems to me, a Plachutta and Grimshaw interference, strangely woven together. This thematic 4er is typical of the skillful work of the great German composer. The manner, in which the Plachutta threat is defeated, forcing the WR manoeuvres to bring about a sort of paralysis of the Black defensive system, is

skillful in the extreme. A beautiful example of its kind.—E. Boswell.

**No. 71. R. Svoboda. 1 B—QKt4.**

BxB	2 Kt—Kt3ch
B—Kt3	2 Kt—Kt5ch
B—B2	2 Kt—Q2ch
B—Q1	2 Kt—B2ch

Simple key, wonderful variations.—M. H. Kleiman. Great.—W. Van Winkle. Wonderful.—I. Piasetzky. Though the key is restrictive and practically forced, the whole effect is quite pleasing.—G. Dobbs. Very interesting and really beautiful.—N. Malzberg. Pleasing.—P. L. Rothenberg. Beautiful problem.—S. W. Thelin. Amply repaid for solving this one.—F. G. Gardner. Worthy of Hume himself. A fine masterpiece.—D. C. McClelland. Charming.—E. Boswell.

**No. 72. Walter Jacobs. 1 Q—KKt7.**

Threat; 2 Kt—Q4, R—B4 mate  
K—B7; 2 K—Q4, RxR mate  
Kt—B3; 2 Q—Q4, Kt—K2 mate  
Kt—B5; 2 R—Q4, Kt—K6 mate  
R—Kt4ch; 2 K—Q4, R—B4 mate  
R—Kt5; 2 Kt—B6, RxR mate

A remarkable example.—D. C. McClelland. Not in Solver's Ladder.

## Solutions to Frontispiece

March cover, by Frank Healey.

1 K—Q7, K—K5; 2 R—Q5.

April cover, by Frank M. Teed.

1 Q—KKt1, K—B1 or B2; 2 Q—QR7  
K—K1 or K2; 2 Q—KKt7.

May cover, by Jasper Jespersen.

1 Q—R2, PxKtch; 2 KxP, P—B3;  
2 Q—K6, K—K2; 2 Q—B7ch.

## 50 Schaak Problemen

by Dr. M. Niemeyer.

(Published by Swets and Zeitlinger, Keizergracht 471, Amsterdam, 1933).

Page 6½ by 9¼. One diagram (3 inch) to the page. A fine selection of compositions by this well known composer, done on fine paper and with typographical excellence.

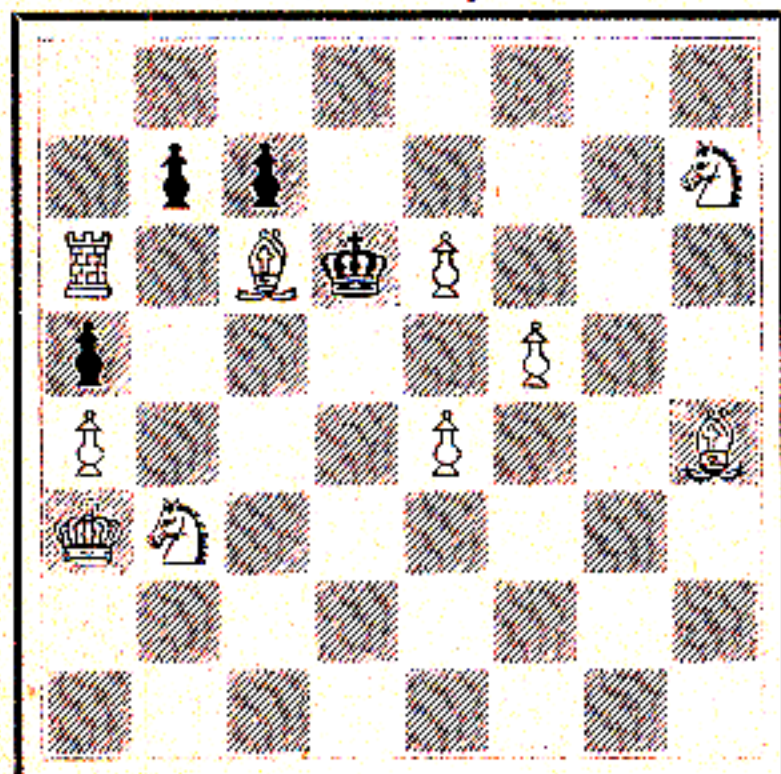
Dr. Niemeyer is a student of thematic studies and a composer of real constructive powers. The modern intensive study of themes has yielded notable results and the Doctor has contributed widely to this movement. Of the fifty positions, nearly two thirds are prize winners, good proof of the composer's skill and success.



We are appending herewith the composer's interpretation of the four fold white Pawn promotion theme, a highly ingenious piece of construction.

The solutions are complete and there is illuminating text. It is a fine volume on all accounts and well worth the time and study of every lover of fine chess problems.

DR. M. NIEMEYER  
"SADATSCHI Y ETJUDI," 1928

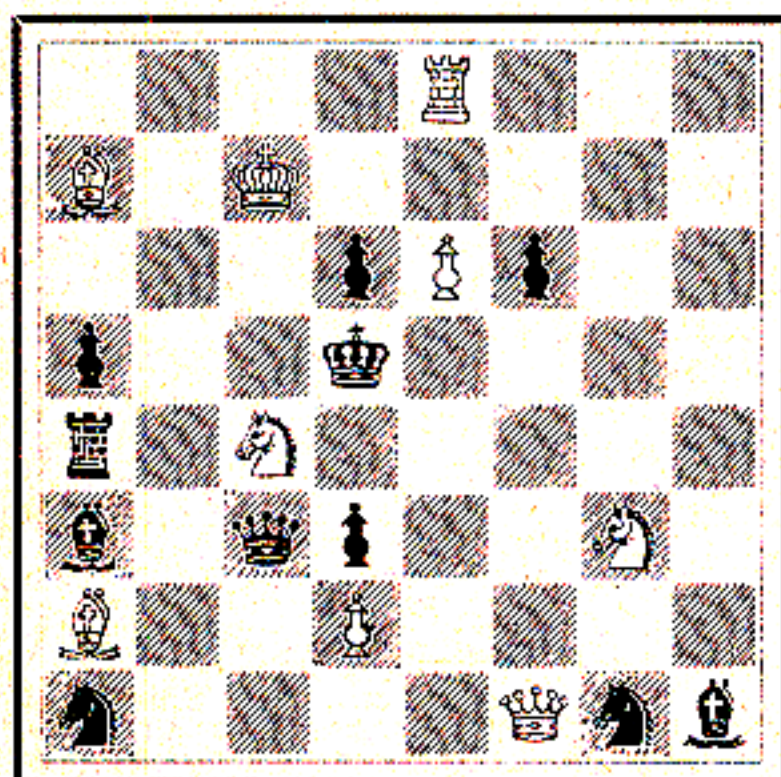


White mates in three moves

1 P-K7 PxR 2 P-K8(B)  
PxB 2 P-K8(R)  
P-Kt3 2 P-K8(Q)  
P-Kt4 2 P-K8(Kt)ch

The important tournament held by "El Diluvio," published in Barcelona, Spain, has been brought to a close, and the subjoined two-mover was awarded first prize. It is modern in design and quite intricate.

A. F. ARGÜELLES, BARCELONA  
1ST PRIZE "EL DILUVIO," 1932



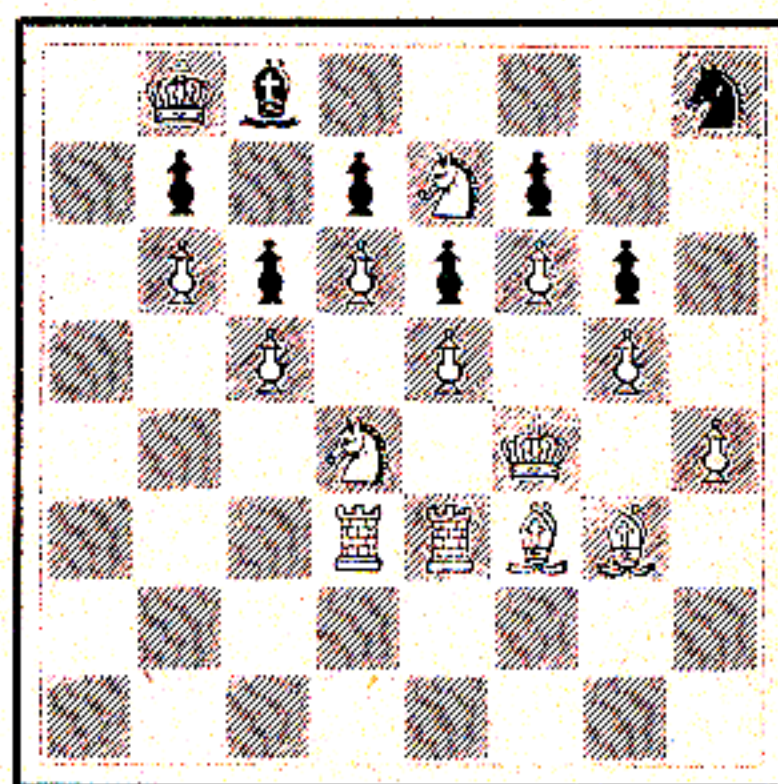
Mate in two moves

1 Kt-B5

Norsk Sjakblad, organ of Norwegian chess clubs, announces prizes for the best two-mover and three-mover contributed to its pages during 1933. Problems must be original. Address Norsk Sjakblad, Trondtjein, Norway.

The two interesting positions given herewith are especially contributed by Herr Goller and dedicated with high regards to Alain C. White.

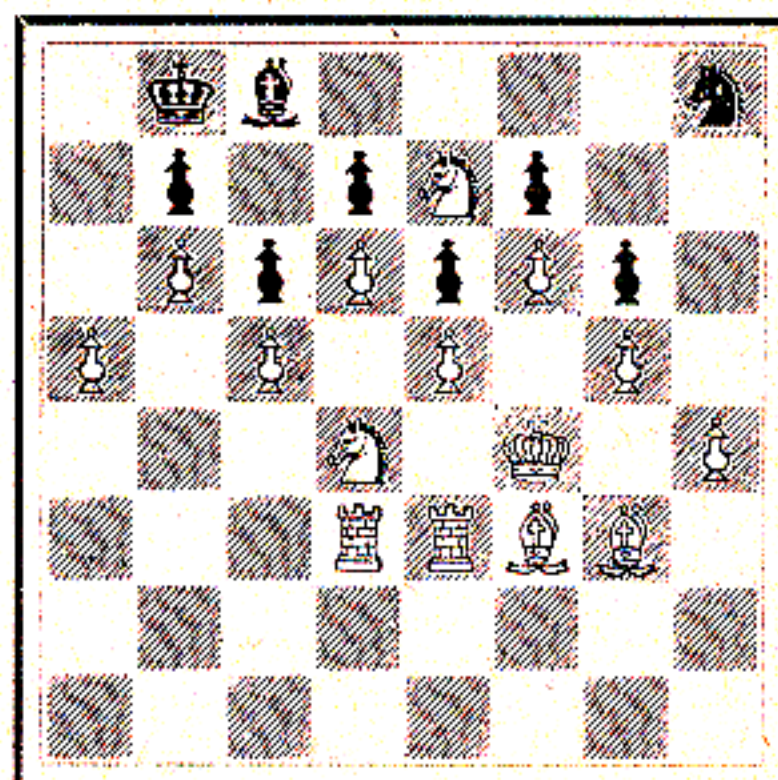
G. GOLLER  
HALLE-SAALE, GERMANY



Self-mate in ten moves

1 K-K4; 2 B-B4; 3 Kt-Q5; 4 Kt-B3; 5 B-Kt3;  
6 K-B4; 7 Kt-K4; 8 R-R3ch; 9 B-R5; 10 Kt-B3,  
Kt-Kt3 mate.

G. GOLLER  
HALLE-SAALE, GERMANY



Self-mate in twelve moves

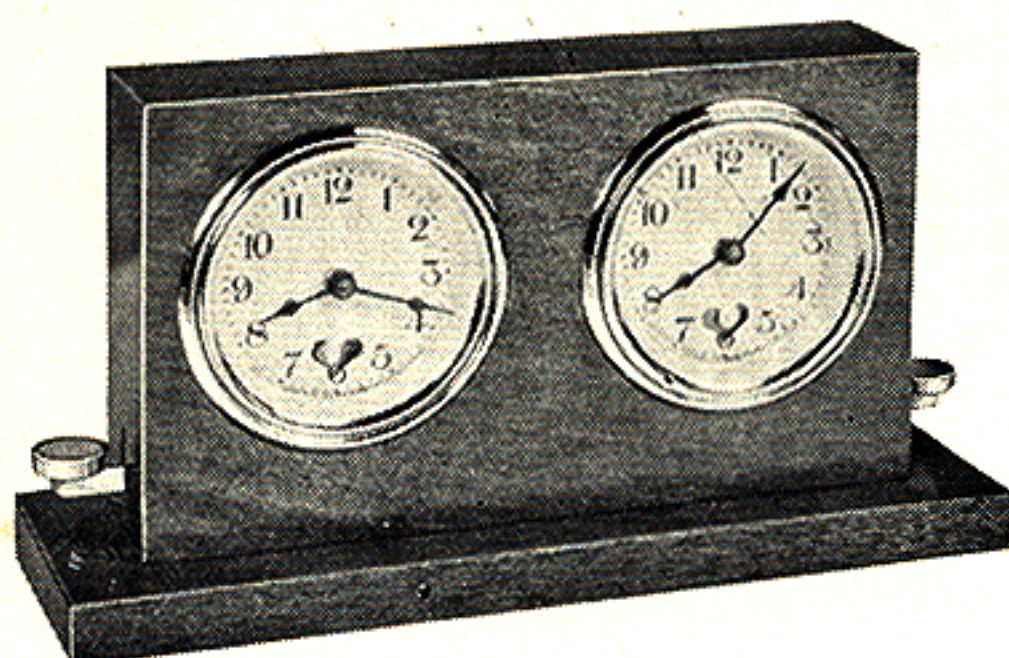
1 K-K4; 2 B-B4; 3 Kt-Q5; 4 Kt-B7ch; 5 Kt-K8;  
6 B-Kt3; 7 K-B4; 8 R-K4; 9 R(Q)-K3; 10 Kt-B7ch;  
11 B-R5; 12 Kt-B3, Kt-Kt3 mate.



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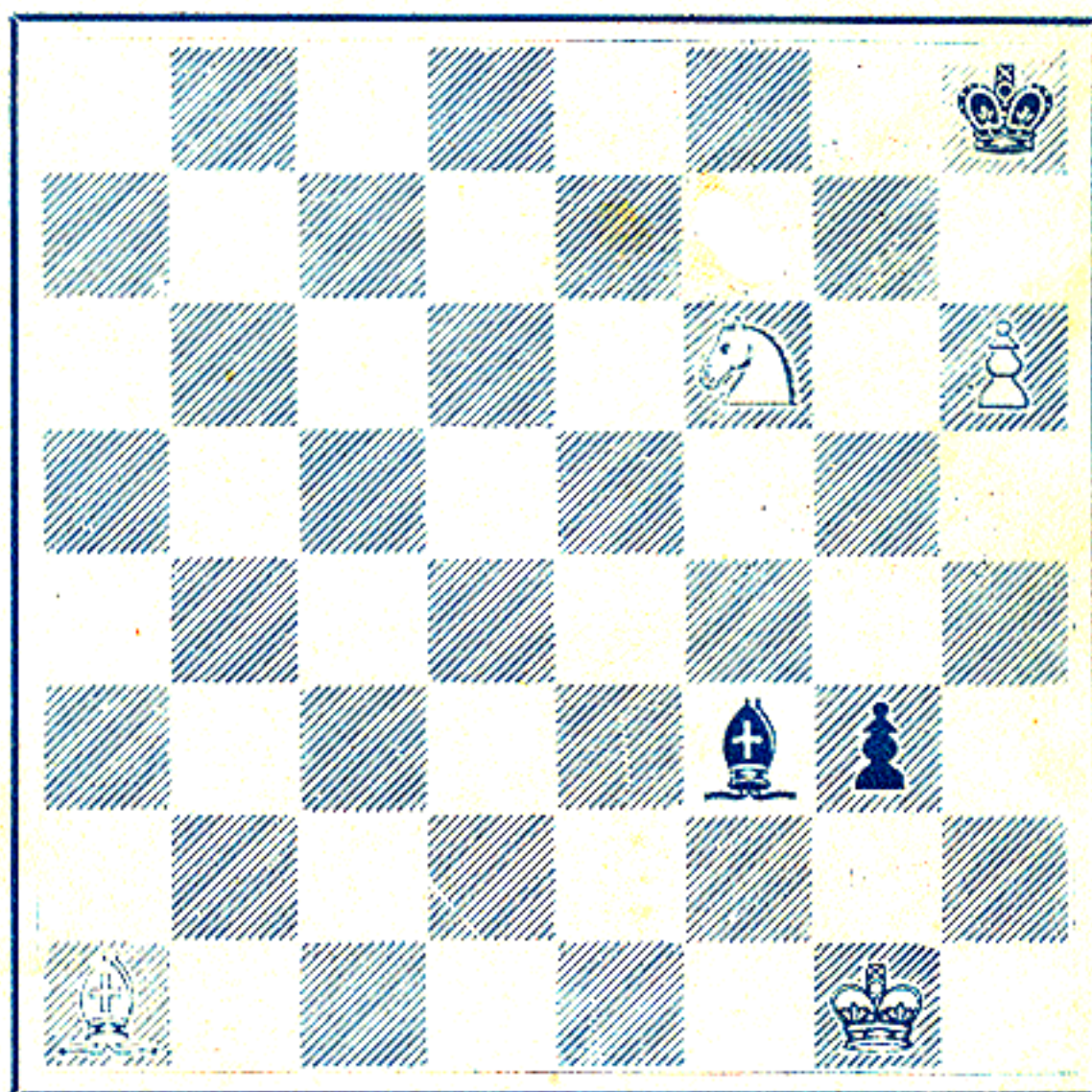
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White

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THEORETICAL SURVEY	— — — — —	HANS KMOCH
THRILLS OF CHESS HISTORY	— — — — —	IRVING CHERNEV
HISTORICAL SIDELIGHTS OF AMERICAN CHAMPIONS	— — — — —	I. KASHDAN
PROBLEM REVIEW	— — — — —	OTTO WURZBURG

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The secretary of each club is invited to send us for free listing, the name of their club, address, when organized, present officers and the number of members.



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NOV.-DEC., 1933

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# NEWS EVENTS

## Flohr Wins Hastings Tournament

For the second consecutive year, Salo Flohr, young Czechoslovakian master, won first honors at the Annual Christmas Congress held under the auspices of the Hastings and St. Leonards Chess Club, in England.

Only one year ago, Flohr won this event by finishing ahead of V. Pirc of Yugoslavia, Lajos Steiner of Hungary and Mir Sultan Khan of India. World's Champion Dr. Alekhine was on tour in the Orient at the time and could not participate.

This year, however, with Dr. Alekhine in the lineup, Flohr was extended to

greater heights in finishing  $\frac{1}{2}$  point ahead of Dr. Alekhine and Lilienthal, who were tied for second place. Although Flohr and Dr. Alekhine completed their schedule of games without the loss of a single game outright, Flohr's margin of victory was determined by his total of 5 wins and 4 draws as compared with 4 wins and 5 draws by Dr. Alekhine. The standing:

	W	L	D	Totals	
Flohr .....	5	0	4	7	2
Alekhine .....	4	0	5	6½	2½
Lilienthal .....	5	1	3	6½	2½
Alexander .....	3	2	4	5	4
Eliskases .....	2	1	6	5	4
Thomas .....	2	2	5	4½	4½
Menchik .....	2	5	2	3	6
Tylor .....	2	5	2	3	6
Michell .....	1	6	2	2	7
Barry .....	1	6	2	2	7

## Manhattan Chess Club Championship

The termination of the Championship tournament of the Manhattan Chess Club, shows R. Willman with a high score of 8—1, closely followed by A. W. Dake and A. S. Denker with scores of 7—1 each.

Altho all three finished the tournament with the loss of but one game, first prize was awarded to R. Willman on a percentage basis for his additional game with J. Gancher, who subsequently withdrew. The score:

	1	2	3	4	5	6	7	8	9	10	11	W	L	D	Total
1 R. Willman .....	½	½	1	1	1	1	1	1	1	1	—	7	0	2	8—1
2 A. W. Dake .....	½	½	1	1	1	1	—	1	—	1	—	6	0	2	7—1
3 A. S. Denker .....	½	½	1	1	1	1	—	1	—	1	—	6	0	2	7—1
4 O. Tenner .....	0	0	0	1	1	1	—	1	—	—	—	4	3	0	4—3
5 D. MacMurray .....	0	0	0	0	1	0	—	1	—	1	—	3	5	0	3—5
6 J. Richman .....	0	0	0	0	0	1	—	1	—	—	—	2	5	0	2—5
7 E. Schwartz .....	0	0	0	0	1	0	1	0	—	—	—	2	6	0	2—6
8 B. Siff .....	0	—	—	—	—	—	0	—	1	—	—	1	2	0	1—2
9 J. R. Newman .....	0	0	0	0	0	0	1	—	—	—	—	1	6	0	1—6
10 J. Gancher .....	0	—	—	—	—	—	—	0	—	—	—	0	2	0	0—2
11 I. Karman .....	—	0	0	—	0	—	—	—	—	—	—	0	3	0	0—3

— Due to withdrawal of some of the contestants from the tournament, these games were cancelled.



## TO THE SUBSCRIBERS:

With this issue, I wish to announce my retirement from the Editorial Staff of The Chess Review.

After a year at the helm, during which my associates and I did our best, we hope with success, to create a newer, wider interest in chess; and after a number of vicissitudes and a regrettable unevenness of publication, due in large measure to general difficult conditions, I believe now that our troubles have been overcome and that the magazine will have clearer sailing henceforth.

Under these circumstances I believe I can do more for the game by resuming my active playing career, which precludes giving the necessary time and care to the Editorship of a magazine. I could, indeed, leave my name as Editor, and allow the others to carry on the work, but this would scarcely be fair to Mr. Horowitz and the other members of the staff, who in undertaking the responsibility, are entitled to full credit for the further course of The Chess Review. I wish them every success and long life to the magazine.

(Signed) I KASHDAN.



## Illinois Association to Elect Directors

The Nominating Committee appointed by the President of The Illinois State Chess Association, submits the following names of Illinois Chess Players, who are eligible for election as Members of the Board of Directors of the Illinois Association.

The result of the election for Directors of the Illinois Association will be announced at the Annual Meeting of the State Association to be held on Sunday, 3 P. M., January 28th, 1934, at the Irving Park Y.M.C.A. Building, in Chicago, Ill.

### *Directors for Three Year Term*

#### *Inside Cook County.*

Charles H. Leech, Oak Park C.C., Samuel Factor, Roosevelt C.C.; W. W.

Parker, Edison C.C.; G. H. Hanson, Chess and Bridge Club.

#### *Outside Cook County.*

N. J. L. Pontenstein, Springfield, Ill. C.C.; Montgomery Major, Wilmette, Ill. C. C.

### *Directors for Two Year Term*

#### *Inside Cook County.*

Charles Elison, Irving "Y". C.C.; W. J. Rolfe, Nordic C.C.

#### *Outside Cook County.*

A. J. Wolke, Decatur C.C.; Glenn H. Reiner, Waukegan, Ill. C.C.

### *Directors for One Year Term*

#### *Inside Cook County.*

Ivar E. Nordstrom, Swedish C.C.; Kirk Holland, Chess & Checker Club.

#### *Outside Cook County.*

Curtis A. Garner, Springfield, Ill., C.C.; Paul Lieber, Bloomington, Ill., C.C.



## Botwinnik Ties Flohr

The final results of the Flohr-Botwinnik match have finally reached us and show a score of two wins for each and eight drawn games.

The first half of this match of 12 games, was played in Moscow, where Flohr won two of the six games. The remaining four games were drawn.

Immediately after, however, the match was continued in Leningrad, where the last six games of the match resulted in two victories for Botwinnik and four drawn games.

In the Game Section of this issue, we have annotated several games of this match.

\* \* \*

## U. S. to Defend World Title in Poland, 1935

Reports issued from the headquarters of the International Chess Federation at the Hague, Holland, announce that the next International Team Tournament will be held in Warsaw, Poland, in 1935.

\* \* \*

## Detroit Chess & Checker Club Elects Officers

At the annual meeting of the Detroit Chess & Checker Club the following were elected to office:

L. deBearn, President.  
C. Walton, 1st. Vice-President.  
C. Rulhey, 2nd. Vice-President.  
M. Spivak, 3rd. Vice-President.  
J. Black, 4th Vice-President.  
R. Omans, 5th Vice-President.  
A. House, Treasurer.  
G. Livingstone, Secretary.  
A. Weiss, Assistant Secretary.  
R. Criffen, Librarian.

The name of the organization was changed from the Auto City Chess & Checker Club to the Detroit Chess & Checker Club.

## Mercantile Library Wins Phila. Team Title

The League Championship Tournament of the Philadelphia Team Tournament Association, once again resulted in a spectacular victory for the Mercantile Library.

The victors concluded a schedule of 46 games with the remarkable score of 44-2. South Jersey turned in a score of 32½-6½, followed by North City, 28½-6½; Masters, 29½-9½; Ridley Park, 24½-11½; West Phila. 20-17; Northeast, 15½-27½; Workers, 14½-24½; Penn. 11-20; Camdem, 11½-28½; Solebury, 10-20; Temple, 8-26; Frankford, 6½-33½ and Delmont, 6-33.

\* \* \*

## Steckel Wins Again

W. H. Steckel, Central Pennsylvania champion and editor of the Chess Column of the Allentown Morning Call, won first place in a special invitation tournament among ten of the strongest players in the Lehigh Valley district. He finished with a score of 16½-1½.

Roy Rockel, well known analyst and member of the Castle Club, turned in a score of 13-5 to win second place. The standing of the leaders follows:

Steckel .....	16½	1½
Rockel .....	13	5
Koch .....	10	8
Goerlich .....	9½	8½
Bucks .....	9½	8½
Nester .....	9	9

\* \* \*

## Arnold S. Denker Wins Bronx County Championship

The first tournament for the Chess Championship of Bronx County was won by Arnold S. Denker, one of the outstanding luminaries of the younger generation. At the close of this tournament which was held at the Empire City Chess Club, only one point separated the first four contestants. The prize winners include A. S.



Denker 9—2, E. Schwartz,  $8\frac{1}{2}$ — $2\frac{1}{2}$ , G. Hellman and T. McDermott, each 8—3, P. Ellis and A. Simchow each 7—4.

\* \* \*

## Fine Leads in Marshall Chess Club Championship

With but one more round to be played in the Championship Tournament of the Marshall Chess Club, Reuben Fine, defending champion, is leading a strong field of contestants by a margin of  $\frac{1}{2}$  point.

The unusually fine play and strong competition in this year's tournament is evidenced by the fact that the scores of the six leading players show a difference of only  $\frac{1}{2}$  point each. At this stage of the contest, during the past two years, Fine was already assured of first place in the tournament, but this year, however, the outcome will not be decided until the completion of the final round. The standing of the leaders follows:

	W	L
R. Fine .....	$8\frac{1}{2}$	$1\frac{1}{2}$
A. Kevitz .....	8	2
D. Polland .....	$7\frac{1}{2}$	$2\frac{1}{2}$
F. Reinfeld .....	7	3
E. A. Santasiere .....	$7\frac{1}{2}$	$3\frac{1}{2}$
A. C. Simonson .....	7	4
Costa .....	5	5
Hamermesh .....	$3\frac{1}{2}$	$6\frac{1}{2}$
Chernev .....	$2\frac{1}{2}$	$7\frac{1}{2}$
Dunst .....	$2\frac{1}{2}$	$7\frac{1}{2}$
Frere .....	$1\frac{1}{2}$	$8\frac{1}{2}$
Grossman .....	$1\frac{1}{2}$	$8\frac{1}{2}$

The pairings for the final round are: Fine vs. Dunst, Reinfeld vs. Polland, Kevitz vs. Santasiere, Simonson vs. Costa, Hamermesh vs. Grossman, and Chernev vs. Frere.

\* \* \*

## Metropolitan Chess League Elects Officers

At a meeting of the Metropolitan Chess League of New York City, held January 9th at the Marshall Chess Club, the following officers were elected: Pres., Leonard B. Meyer; Vice-Pres., Harry A. Herisse; Treasurer, Arthur Hughson; Secretary, Horace R. Bigelow.

The proposal of H. A. Herisse, Pres. of West Side Chess Club, to form a B division in the League was voted to be adopted. This should prove a great factor in encouraging the smaller clubs and the medium strength players of the larger clubs, as well as increasing chess interest. Many of the clubs have already signified their intention of entering a team in the B division.

\* \* \*

## Marshall-Kashdan Match

The Championship Match Committee has been organized, and the main task of raising the necessary purse of \$5,000 is under way. Mr. Harold M. Phillips, who did so well in behalf of the Folkestone Team, was asked to act as Chairman. Mr. Fritz Brieger will be Treasurer.

An account for the match fund has been opened in the Chase National Bank with an initial deposit of \$500, representing contributions of \$250 each from Mr. Phillips and Mr. Brieger. Contributors may make checks payable to Fritz Brieger, Treasurer Chess Match, and mail to Harold M. Phillips, 2 Lafayette Street, New York City.

As announced by the challenger, I. Kashdan, a book of the match will be issued, containing all the games with annotations by the participants, biographical notes, and pictures of both Marshall and Kashdan. A full list of subscribers and an account of the organization of the match will also appear. This interesting memento of the event should be in possession of all lovers of chess. Autographed copies will be given to all who subscribe \$5.00 or more to the fund.

Starting about the middle of February, I. Kashdan is leaving for a tour of the Eastern and Middle Western States, with the object of developing further interest in the match. Full details of his route and dates will appear in our next issue. Club secretaries wishing for information as to



engagements, may write to The Chess Review.

\* \* \*

## Fund for Dr. Emanuel Lasker

The International Chess Federation at The Hague, announces the formation of a fund, in tribute to Dr. Emanuel Lasker, who is at present residing in Holland.

December 24th, marked the 65th anniversary of the birth of Dr. Lasker. He has earned for himself the admiration of the entire chess world during his reign as world's champion for 27 consecutive years.

Contributions may be sent to Dr. A. Rueb, president of the International Chess Federation, The Hague, Holland.

\* \* \*

The chess world mourns the passing of Professor Johann N. Berger, educator, author and master of chess, who died in the town of his birth, Groz, Austria, on October 17, 1933, at the age of 88.

His "Theorie und Praxis des Endspiels" has been recognized as a classic of End-game studies in chess.

## Horowitz Returns from Tour of East

During the months of October, November, and December, I. A. Horowitz, of the *Chess Review*, toured the Eastern and Middlewestern states on a good-will mission, where he encountered as many as 267 opponents, in thirteen simultaneous performances. The score of his itinerary and results follow:

	W	L	D	Totals
Woonsocket, R. I. ....	17	0	2	18-1
Boston, Mass. ....	11	0	1	11½-½
Binghamton, N. Y. ...	19	0	2	20-1
Scranton, Pa. ....	5	0	1	5½-½
Allentown, Pa. ....	12	0	0	12-0
Wilkes Barre, Pa. ...	10	0	2	11-1
Philadelphia, Pa. ....	17	0	6	20-3
Washington, D. C. ...	16	0	5	18½-2½
West Virginia ....	19	1	3	20½-2½
Cleveland, Ohio ....	33	5	5	35½-7½
Detroit, Mich. ....	11	1	1	11½-7½
Irving Park, Ill. (*) ..	26	4	4	28-6
Milwaukee, Wis. (*) ..	20	0	8	24-4
Total .....	216	11	40	236-31

(\*) The true score of these two exhibitions has been misplaced. The results published are approximate.



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# GAME STUDIES

by Lajos Steiner

Budapest, 1932

FOUR KNIGHTS

**Canal**                      **Lajos Steiner**

White                      Black

1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 Kt-B3	Kt-B3
4 B-Kt5	Kt-Q5

This was Rubinstein's innovation some twenty years ago. The idea is to avoid the usual routine moves which leave White with the upper hand, and instead play for a free game even at the expense of a Pawn. Rubinstein was quite successful with this method of play, except in his match with Bogoljubow in 1920.

5 B-R4                      .....

White had at his disposal various options.

(a) 5 KtxKt, PxKt; 6 P-K5, PxKt; 7 PxKt, QxP (7 ... PxPch would be too risky, as after 8 BxP, QxP; 9 Castles, B-K2; 10 B-B3 White's attack could hardly be refused); 8 QPxP, etc.

(b) 5 KtxP, Q-K2; 6 P-B4, KtxB; 7 KtxKt, P-Q3; 8 Kt-KB3, QxPch; 9 K-B2, Kt-Kt5ch; 10 K-Kt3, K-Q1; 11 P-KR3, Kt-R3; 12 P-Q4 (Bogoljubow-Rubinstein), and White's position is superior.

(c) 5 B-B4, KtxKtch; 6 QxKt, P-Q3, etc.

5 .....	B-B4
6 KtxP	Castles
7 Kt-Q3	.....

Risky would be 7 Castles for 7 ... P-Q3; 8 Kt-Q3, B-KKt5; 9 Q-K1 and Black is well poised for attack.

7 .....	B-Kt3
8 Kt-B4	P-Q3

8 ... KtxKP would not be advisable because of 9 KtxKt, R-K1; 10 P-Q3, P-KB4; 11 P-QB3 etc.

9 P-Q3	B-Kt5
10 P-B3	Kt-R4!
11 KtxKt	.....

It is interesting that after the best defense 11 PxP, Q-R5ch; 12 P-Kt3, KtxKtP; 13 Kt-Kt2!, Q-B3; 14 PxKt, Kt-B6ch; 15 K-K2, Black has to be content with a draw with 15 ... Kt-Q5ch. Otherwise 15 ... Kt-Kt8ch; 16 QxKt! and White wins.

11 .....	BxKt
12 P-R4!	.....

Eliminates the threat of Q-R5ch and in turn threatens B-KKt5.

12 .....	P-KB4
13 B-KKt5	Q-Kt1!

Not only to parry Kt-Q5 but also having the diagonal QKt to R7 in view.

14 R-R3	.....
---------	-------

The Rook had to protect the BP for after 14 Kt-Q5, PxP; 15 QPxP, KtxKBPch; 16 PxKt, BxP, the White position is rather weak.

14 .....	P-KR3
15 B-Q2	P-B3
16 Kt-K2	PxP
17 KtxKt	.....

A difficult position, and White has to play carefully. 17 QPxP would be met by 17 ... BxP!; 18 PxP, KtxBPch.

17 .....	BxKt
18 QPxP	P-Q4
19 P-B3	.....

19 B-Kt4, BxKtP; 20 R-Kt1, Q-K4; 21 BxR, RxP and the weakness of White's black squares would be noticeable. e.g. 22 B-Kt3, B-B6ch; 23 K-B1, B-KKt5; 24 R-KR1, QxP, etc.

19 .....	B-K4
20 PxP	B-Kt6ch
21 K-B1	B-Kt5
22 R-R1	Q-K4

22 ... P-QKt4 looks to be promising but leads to nowhere. Then would follow 23 B-Kt3, Q-Kt3; 24 B-K1.

23 B-K1	QR-K1
24 PxP	BxB

More forceful than BxBP as after 25 PxP, BxB; 26 R-R3!, Q-K6; 27 QxB!, Q-Q6ch; 28 K-B2, White has still some fight left.

25 QxB	Q-KR4
26 B-Kt3ch	K-R1
27 Q-Kt3	BxP!
28 K-Kt1	BxKtP!
29 B-Q	.....

Resigns.

There is no adequate defense for White. After 29 QxB, Q-B4ch; 30 K-R2, R-B7!, and 29 KxB would be met by R-K7ch, etc.



Antwerpt, 1933

**Max Walter      Lajos Steiner**

White

Black

- |          |        |
|----------|--------|
| 1 P—Q4   | P—Q4   |
| 2 Kt—KB3 | Kt—KB3 |
| 3 P—B4   | P—B3   |
| 4 P—K3   | P—K3   |
| 5 B—Q3   | B—K2   |

The question of whether the KB belongs at K2 or Q3 is an important one. At K2 it is defensive and limits the development of the Queen entirely to the Queen's side. But at Q3 it is exposed to the eventual P-K4 by White, which would force Black to declare himself in the center or retreat the Bishop to K2 with the resultant loss of tempo.

- |           |         |
|-----------|---------|
| 6 Kt—B3   | Castles |
| 7 Castles | QKt—Q2  |
| 8 Q—K2    | P—QKt3  |

Here another problem presents itself; to choose the text move and remain in a somewhat closed but elastic position, or play for more freedom with 8 ... Pxp; 9 Bxp, P-QKt4; 10 B-Q3, B-Kt2; 11 P-K4, P-Kt5; 12 Kt-QR4, P-B4, etc., but with a greater amount of tension in the position.

- |          |       |
|----------|-------|
| 9 P—QKt3 | B—Kt2 |
| 10 B—Kt2 | ..... |

After 10 Pxp, KPxp; 11 B-R6, Q-B1; 12 BxB, QxB, it is questionable whether White's position is better, as his Bishop comes to life only after P-K4, which is doubtful.

- |          |      |
|----------|------|
| 10 ..... | Pxp  |
| 11 Bxp   | P—B4 |
| 12 KR—Q1 | Pxp  |
| 13 KtxP  | B—B4 |

Insuring a safe square for the Queen at K2, and at the same time preparing to give up a Bishop for a Knight if it becomes necessary. Black's pieces now remain with a firm grip in the center.

- |          |       |
|----------|-------|
| 14 Kt—R4 | ..... |
|----------|-------|

It is not wise to give up the square K4 without making some effort to challenge its possession. 14 P-K4 leads to some doubtful complications, e.g. 14 ... Q-B2!; 15 QKt-Kt5, Q-B5; 16 KtxKP, PxKt; 17 Bxpch, K-R; 18 BxKt, Bxpch; 19 K-R1, KtxP, threatening 20 ... Kt-Kt6ch; 21 PxKt, Q-R3ch; 22 B-R3, QxB mate. Or 15 KKt-Kt5, Q-K4 followed by P-QR3, etc. Or 14 ... P-QR3 followed by Q-K2 with a difficult game for both sides.

- |           |        |
|-----------|--------|
| 14 .....  | Q—K2   |
| 15 KtxB   | KtxKt  |
| 16 Kt—Kt5 | P—QR3! |
| 17 Kt—Q4  | .....  |

The continuation 17 BxKt, QxB; 18 Kt-B7, R-R2!; 19 P-QKt4, Kt-R5, etc., leads to nothing, but 17 Kt-Q6, B-B3; 18 P-QKt4, Kt-R5; 19 P-Kt5, KtxB; 20 QxKt, B-Q4; 21 BxB, KtxB; 22 Kt-B5, Q-B3; 23 QxQ, PxQ; 24 Kt-Q4, etc., was playable, but would offer no definite advantage for White or difficulties for Black.

- |          |        |
|----------|--------|
| 17 ..... | P—QKt4 |
| 18 B—Q3  | KtxB   |
| 19 RxKt  | QR—B   |
| 20 QR—Q1 | Q—B4   |
| 21 P—B3  | .....  |

Black's position is now superior. He threatened to play Q-Kt4 and because of his firm grip in the center, it would be difficult for White to repel a king side attack. White, therefore, decides to strengthen his own center with the text move, but this does not turn out to be successful. 21 R-B3 would not be quite satisfactory either, for then 21 ... Q-Kt4; 22 P-B3, Kt-Q4; 23 RxR, RxR; 24 P-K4, Kt-B5; Q-B1 leaves Black with a good position.

- |          |       |
|----------|-------|
| 21 ..... | Kt—Q4 |
| 22 K—R1  | P—Kt5 |
| 23 Q—Q2  | P—QR4 |
| 24 P—K4  | ..... |

Completing his plan, but White will now find it difficult to avoid the loss of material. It is interesting that 24 R-B1 was also not quite satisfactory, e.g. 24 ... Q-Kt3; 25 RxR, RxR; 26 P-K4, Kt-B6; 27 BxKt, PxB; 28 RxP, R-Q; 29 R-Q3, B-R3; etc.

- |          |       |
|----------|-------|
| 24 ..... | Kt—B6 |
|----------|-------|

An interesting move which wins at least the exchange.

- |          |       |
|----------|-------|
| 25 R—QB1 | B—R3  |
| 26 BxKt  | BxR   |
| 27 B—Kt2 | Q—Q3! |
| 28 R—Q1  | ..... |

White has no good move left. 28 QxB would yield the exchange after 28 ... P-K4.

- |            |       |
|------------|-------|
| 28 .....   | B—R3  |
| 29 Kt—B5   | QxQ   |
| 30 Kt—K7ch | K—R1  |
| 31 RxQ     | KR—Q1 |

Resigns.

\* \* \*

October, 1933

SEVENTH GAME OF MATCH

**P. Rethy      Lajos Steiner**

White

Black

- |          |        |
|----------|--------|
| 1 Kt—KB3 | Kt—KB3 |
| 2 P—B4   | P—K3   |



3 Kt—B3	P—Q4
4 P—Q4	P—B3
5 P—K3	QKt—Q2
6 B—Q3	PxP
7 BxBP	P—QKt4
8 B—Kt3	.....

The Bishop belongs on Q3 where it is more centralized. The text move permits Black to seize the initiative.

8 .....	P—Kt5
9 QKt—Kt	.....

This unnatural looking move is probably the best, for after 9 Kt-K2, B-Q3; 10 Castles, Castles; 11 Kt-Kt3, B-Kt2; 12 Q-K2, P-B4, it is difficult for White to play P-K4, which is necessary in order to give greater mobility to White's forces.

9 .....	B—R3
10 P—QR3	.....

First 10 QKt-Q2 would prove not quite satisfactory, for after 10 ... Kt-Kt3; 11 Q-B2 (11 Kt-K5, R-B; 12 QKt-B4, KtxKt; 13 KtxKt, Q-Q4 with the loss of the Knight Pawn), R-B; 12 Kt-B4, P-B4; 13 B-R4ch, QKt-Q2 the pin of the Kt, and the greater scope, would leave Black with a superior position. But White could equalize simply by 10 B-B2, P-B4; 11 P-QKt3, B-Q3; 12 B-Q3, to be followed by QKt-Q2 and B-Kt2.

10 .....	Q—R4
11 B—Q2	Kt—K5
12 R—R2	.....

If instead 12 B-R4, KtxB; 13 KKtxKt, R-B, and White would be permanently robbed of his castling privilege.

12 .....	KtxB
13 KKtxKt	B—Q6!
14 PxP	.....

White's position was difficult, and though 14 B-B2, BxB; 15 QxB, Q-Q4, etc., or 14 B-B4, BxB; 15 KtxB, Q-Q4; etc., was not playable, he might have offered resistance with 14 P-B4! Black could not then achieve immediate success by 14 ... BxKt; for 15 KtxB!, PxPch; 16 K-B2 would leave White with a satisfactory game. But instead Black might have played 14 ... Q-KB4; 15 B-B4 (15 K-B2, Kt-B3; 16 R-K, P-Kt4!), BxB; 16 KtxB, Q-Q4; 17 Q-K2, P-B4 and remain with the upper hand.

14 .....	Q—KKt4
15 Q—B3	BxP
16 Kt—B3	.....

Avoiding 16 QxQBP, Castles; 17 QxKt, QxKtP, etc.

16 .....	Castles
----------	---------

17 P—R4	Q—K2
18 QxQBP	.....

Relatively the best would have been 18 P-K4, B-Kt4; 19 B-B4, BxB; 20 KtxB, P-QB4; 21 PxP, KtxP; 22 Castles, QxP, etc., and then White would have some fighting chances.

18 .....	Kt—Kt3
19 Q—B3	QR—Q

P-K4 had to be hindered.

20 Q—Kt3	P—QR4!
----------	--------

The winning manœuvre. Black prepares for 21 P-B4, P-R5! when he has the following continuations in mind: (a) 22 BxRP, KtxB; 23 KtxKt, R-R; 24 P-K4 (P-Kt3, BxKtch; 25 RxB, Q-Kt5; 26 P-K4, KR-B; 27 QxB, R-B8ch, etc.), BxKtch; 25 KxB, Q-Kt5ch; 26 K-K3, KR-Q, etc. (b) 22 KtxP, KtxKt; 23 BxKt, R-B; 24 P-K4, BxKtch; 25 KxB, Q-Kt5ch; 26 K-Q (26 K-K3, KR-Q), B-Kt8; 27 R-R, QxKtP, etc. (c) 22 B-Q, P-R6; 23 B-K2, PxP; 24 BxB, BxKt; 25 K-K2, BxKt; 26 KxB, Q-Kt5ch; 27 K-K2, Kt-Q4, etc.

21 B—Q	Kt—B5
22 KtxKt	BxKt(B5)
23 R—R	Q—Kt2
24 R—QB	.....

Not 24 B-K2, BxKtch; 25 PxP, Q-Kt7, etc.

24 .....	B—Q3
25 P—B4	QxQKtP
26 R—B2	Q—R6
27 Kt—K2	B—Q6
28 R—B6	B—K5
29 R—B	R—B

The simplest and best way for after 29 ... B-Kt5ch; 30 K-B2, B-Q7; 31 R-B5 and White has counter chances.

30 RxR	RxR
31 Castles	P—R5
32 P—R5	.....

White cannot disentangle himself. 32 Q-B2 would be met by B-Q6 and the RP would march thru.

32 .....	Q—Kt7
33 P—R6	P—Kt3
34 Q—Kt5	P—R6
35 P—B5	KPxP
36 Kt—B4	P—R7
37 Q—B6	B—B
38 B—K2	P—R8(Q)
39 KtxP	RPxKt
Resigns.	



# CANADIAN SECTION

by F. W. Watson

*Articles pertaining to this department will be accorded special attention. Address: 191 Jones Ave., Toronto.*

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**R.** E. MARTIN'S recent success at the Winnipeg Congress not only brought back to Toronto the much coveted title, it also created the necessary jolt to enliven chess activities in Toronto and possibly a tremor to be felt in distant parts of Canada. New clubs are being organized—clubs at one time disbanded are re-organized. Chess lectures form part of a weekly routine at the Toronto Chess Club—a large audience; a mammoth wall-board; Mr. C. A. Crompton, with pointer in hand explains complications met in various openings—obviously suggests that somebody must be weeded out of the masses, so that young Martin may be conquered! With all this excitement a great amount of credit is due to Mr. H. W. Jordan, of Moose Jaw, as reported he is undertaking the task of performing a last round-up in the districts of Saskatchewan. It is predicted a new champion will come from the West and in view of this threat a club was organized in North Bay—consult Messrs. Palmer and Alford.

In Montreal there is Fox, Blumin and Richard, a dangerous trio in any tournament. The clubs in Winnipeg are active, and back in Toronto the Jordan Chess Club and Mr. Freedman are ablaze with activity—everybody is confused! All because a "little giant" young Martin, is Canada's champion.

## Correspondence Chess

The Canadian Chess Correspondence Association is endeavoring to arrange an East vs. West competition with six players on each side. Peterborough and Brantford are at the present time engaged in a similar match.

## Belson-Martin Chess Match

A match of six games is being contested between J. H. Belson, Toronto champion, and R. E. Martin, Canadian champion. Play of the first game opened Tuesday evening October 31st, at the Toronto Chess Club and resulted in a win for Martin. Publication of the games will appear in following issues of these columns.

## Toronto Chess League

The annual meeting of the Toronto Chess League resulted with the following executives elected for the ensuing year: President, R. E. Martin; Vice-President, T. Crossley; Secretary, C. Cradock; Treasurer, C. Lennox. D. R. Swales and H. Storey were appointed Canadian Chess Federation delegates, and Mr. Storey also representative of the Western Chess Association for Canada.

## R. E. Martin in Simultaneous Play

An exceptional turn-out greeted our new Canadian champion at his first appearance in simultaneous play since becoming holder of the title. The event took place at the Toronto Chess Club, Thursday evening, October 19th. Thirty players lined up against Martin and a large audience looked on while the youthful player made the rounds. The final score was nineteen wins, three losses and eight draws. The players to score wins against Martin were E. Bourne, University Chess Club, H. Ridout, Beaches Chess Club and S. Le Riche, Toronto Chess Club. Draws were secured by F. Holmes, D. Handley, E. Soderwell, A. H. Tovell, N. Beerman, W. Hudson, E. Rosenthal and T. Daly.



## Mogle Retains Title

From Winnipeg comes the news that A. Mogle, city champion, retained his title recently in the annual tournament. J. Dreman finished second with A. Atnikov third. The event comprised an entry of nine players. It is also reported that the Manitoba championship tournament is scheduled for January 1934.

## Toronto News

In Toronto, preparations are being made for the the 1934 city championship which will begin sometime in February. Two interesting matches in Toronto, recently caused quite a commotion in Canadian chess circles. In the Crompton-Swales match of ten games, the score with seven games played, was three and one-half points each. The Belson-Martin bout is responsible for a great amount of excitement and confusion, since J. H. Belson, Toronto champion and a favorite with the fans, got off to a bad start in the match of six games. After the fourth fixture, R. E. Martin, Canadian champion, was nursing a score of two wins with no losses and two draws, the fifth game altered the situation when Belson, in exceptional form, struck home with a brilliant finish and Martin resigned at the twentieth move. The score of this game follows:

RUY LÓPEZ

Toronto, November, 1933.

5th Game of Match

(Notes by F. W. Watson)

J. H. Belson	R. Martin
White	Black
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	Kt-B3
5 Kt-B3	B-B4

Nimzovitch suggests B-Kt5 for Black, with the probable continuation: 6 Kt-Q5, B-K2; 7 O-O,

O-O; 8 R-K1, P-Q3; 9 KtxKtch, BxKt; 10 P-B3, Kt-K2; 11 P-Q4, Kt-Kt3 with equal development, and so terms White's fifth move "colourless."

6 KtxP KtxKt

7 P-Q4 B-Q3

7 ... BxP; 8 QxB, Kt-B3; if 9 BxKt, QPxP; 10 QxQch, KxQ; 11 B-Kt5, P-R3 and Black would at least have more freedom.

8 O-O! P-B4

9 PxKt BxP

10 B-Kt3 Q-B2

11 P-B4 .....

11 Kt-Q5 deserved consideration. The most complicated and losing course for Black to take would then be 11 ... BxPch; 12 K-R1, KtxKt; 13 QxKt, O-O; 14 P-Kt3, BxP; 15 PxB, QxP(?); 16 RxPl, Q-R6ch; 17 K-Kt1, if 17 ... Q-K3(?); 18 Q-Kt5!

11 ..... BxKt

12 PxB P-B5

13 P-K5 Kt-Kt1

A retrogressive move; the score is two wins, two draws and no losses in Martin's favor; there is but one other game to conclude the six game match and Martin is endeavouring to win a piece under difficult circumstances when a draw would make certain the majority of points. If 13 ... Q-B4ch; 14 K-R1, Kt-K5; 15 Q-B3, P-Q4; 16 PxB e.p., P-B4! If 14 Q-Q4, QxQch; 15 PxQ, PxB; 16 PxKt, PxKBP; 17 R-Kch, K-Q1 with Bishops of opposite colors.

14 B-R3 PxB

With 14 ... Kt-K2 Belson could play BxKt and save the piece; although, Martin admits the Bishop shouldn't be taken here. White gets his QB posted on Q6 and it becomes a nuisance.

15 B-Q6 Q-Kt3ch

16 K-R1 Kt-R3

17 P-B5 P-Kt3

18 Q-Q2 Kt-Kt1

White lost one piece, but has thus far succeeded in paralyzing the activity of all Black pieces. If instead 18 ... KtxP; 19 RxKt, PxR; 20 Q-Kt5!

19 PxKKtP RPxP

20 RxP Resigns.

Mate cannot be avoided. If 20 ... KxR; 21 Q-B4ch, K-K3; 22 R-KB1!, QxB(?); 23 Q-B7ch, KxP; 24 R-K1 mate.

An interesting game, both players incidentally showing a reverse in form.



# GAME DEPARTMENT

NIMZOVITCH DEFENSE  
Moscow, U. S. S. R.  
6th Game of Match  
(Notes by A. S. Denker)

**S. Flohr**                      **M. Botwinnik**

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 Q—B2	.....

4 Q-Kt3 is a good alternative, which may run as follows: 4 ... P-B4; 5 PxP, Kt-B3; 6 Kt-B3, Kt-K5; 7 B-Q2, KtxQBP (7 ... KtxB; 8 KtxKt, BxP [8 ... Kt-Q5; 9 Q-R4, BxKt; 10 PxP, Kt-B3; 11 P-K3 and it is difficult to discover a promising continuation, in spite of White's tripled Pawns]; 9 Kt(Q2)-K4, B-K2; 10 Castles Q with advantage, as successfully played by Spielmann at Carlsbad, 1929); 8 Q-B2, P-B4!; 9 P-QR3, BxKt; 10 BxB, Castles; 11 P-QKt4, Kt-K5; 12 B-Kt2! and White's two Bishops and Black's weaker Pawn formation should favor White.

4 .....	P—B4
5 PxP	Kt—R3
6 P—QR3	BxKtch
7 QxB	KtxP
8 P—B3	P—Q3
9 P—K4	P—K4

Definitely leaving the QP in a backward position.

10 B—K3	Q—B2
11 Kt—K2	B—K3
12 Q—B2	.....

Making room for the Knight's entry to Q5 via B3.

12 .....	Castles
13 Kt—B3	KR—B1
14 B—K2	P—QR3
15 R—QB1	QKt—Q2
16 Q—Q2	Q—Kt1
17 Kt—Q5	BxKt
18 BPxB	RxRch
19 QxR	Q—Q1
20 Castles	R—B1

21 Q—Q2	Q—B2
22 R—B1	QxRch
23 QxQ	RxQch
24 BxR	.....

Now follows a very instructive ending in which the two Bishops dominate the board.

24 .....	K—B1
25 K—B2	K—K2
26 B—K3	K—Q1
27 K—K1	K—B2
28 K—Q2	Kt—B4
29 P—QKt4	QKt—Q2
30 P—Kt3	Kt—Kt3
31 K—B2	QKt—Q2
32 P—QR4	Kt—Kt3
33 P—R5	QKt—Q2
34 B—QB1	K—Q1
35 B—Kt2	Kt—K1
36 K—Q2	Kt—B2
37 K—K3	K—K2
38 B—KB1	Kt—Kt4
39 P—R4	Kt—B2
40 B—KR3	Kt—K1
41 P—B4	.....

The break.

41 .....	P—B3
42 B—B5	P—KKt3
43 B—KR3	P—R3
44 B—QB	Kt—Kt2
45 PxP	QPxP

Not 45 ... KtxP; 46 B-B8! or 45 BPxP; 46 K-B3, P-R4; 47 B-R6, Kt-K; 48 B-Kt5ch, Kt(Q2)-B3 (Forced 48 ... Kt(K)-B3; 49 BxKt (Q2)!); 49 B-B8!

46 K—B3	P—R4
47 B—K3	K—Q3
48 B—R6	Kt—K1
49 P—Kt4	PxPch
50 BxP	Kt—B2
51 B—K3	Kt—Kt4
52 K—K2	Kt—B2
53 K—Q3	P—B4



Rather than to await a slow but certain death by K-B4 and B-B5ch, Black forces matters by sacrificing a Pawn in the hope of obtaining a draw, but he overlooks the strength of the KRP.

54 P×P	P×P
55 B×P	KtxP
56 B—Q2	Kt(Q2)—B3
57 K—B4	K—B3
58 B—Kt6	P—Kt4ch
59 K—Q3	Kt—K2
60 B—K4ch	Kt(K2)—Q4

Not 60 ... KtxB; 61 KxKt, K-Q3; 62 B-B3, Kt-B3, and the KRP marches thru.

61 B—Kt5	Kt—R4
62 B—B3	Kt—Kt6
63 B—Q2	.....

63 P-R5 immediately was more energetic. Then if 63 ... P-K5ch; 64 B×P, KtxP; 65 K-Q4, and White wins a piece. If 64 ... KtxB; 65 KxKt, and the KRP cannot be stopped.

63 .....	K—Q3
64 B—Kt4	Kt—B3
65 B—B8	K—B3
66 B—K1	P—K5ch
67 K—Q4	Kt(Kt6)—R4
68 B—B5	K—Q3
69 B—Q2	Resigns.

The position is hopeless. White can capture any number of Pawns at will.

\* \* \*

### CARO-KANN DEFENSE

Leningrad, U. S. S. R.

9th Game of Match

(Notes by A. S. Denker)

**M. Botwinnik**      **S. Flohr**

White	Black
1 P—K4	P—QB3
2 P—Q4	P—Q4
3 P×P	P×P
4 P—QB4	Kt—KB3
5 Kt—QB3	Kt—B3
6 B—Kt5	.....

Botwinnik's innovation, which was unsuccessfully tried in the first game of the match. The idea is to indirectly attack the center and force Black to declare himself.

6 .....	P×P
---------	-----

Forced, for if 6 ... P-K3; 7 P×P, P×P; 8 B×Kt, Q×B; 9 KtxP, Q×P; 10 Q×Q, KtxQ; 11 Castles, Kt-K3; 12 B-Kt5ch, etc.

7 P—Q5	Kt—K4
8 Q—Q4	Kt—Q6ch
9 B×Kt	P×B
10 Kt—KB3	.....

In the first game of the match, White played 10 Q×QP. The text move is obviously an improvement as it develops a piece, while the QP can be capture at will.

10 .....	P—KKt3
11 B×Kt	P×B
12 Castles	Q—Kt3

Already at this early stage Black's moves are limited. However, 12 ... B-K2 offers greater resistance. Then would probably follow 13 Kt-K4, B-KB4; 14 KR-K, B×Kt; 15 Q×B, K-B; 16 QR-Q! After the text move White forcefully concludes the game.

13 KR—K1ch	K—Q1
14 Q—KR4	P—Kt4

After 14 ... B-K2, White has many winning continuations at his disposal, among which would be the simple 15 QR-Q, followed by R×P and P-Q6 at his earliest opportunity.

15 Q—R5	B—Q3
16 Q×BP	R—B1
17 Q×RP	P—Kt5
18 Kt—Q2	Q—B2
19 Q—R6	Q—B2
20 Kt—B4	B—K4
21 KtxB	P×Kt
22 Q—Kt5ch	Q—K2
23 Q×KP	Q×Q
24 R×Q	B—B4
25 R—KB1	.....

The object of this move is to open up the KB file, which would incidentally obtain two passed pawns.

25 .....	K—Q2
26 P—B3	P—Kt4
27 P×P	B×P
28 P—KR3	P—Kt5
29 Kt—K4	R×Rch
30 K×R	R—KBch
31 K—K1	B—B4
32 P—Kt4	B—Kt3
33 R—K6	Resigns.

For Black has no good continuation. If 33 ... B-K; 34 Kt-B6ch!, or if 33 ... B-B2; 34 R-KB6! or if 33 ... B×Kt; 34 R×B the ending is easily won.



## DUTCH DEFENSE

Leningrad, U. S. S. R.

10th Game of Match

(Notes by A. S. Denker)

**S. Flohr**      **M. Botwinnik**

White

Black

- |          |        |
|----------|--------|
| 1 P—Q4   | P—K3   |
| 2 P—QB4  | P—KB4  |
| 3 P—KKt3 | Kt—KB3 |
| 4 B—Kt2  | B—K2   |
| 5 Kt—QB3 | P—Q4   |

Reviving the "Stonewall" variation, the object of which is to dominate White's K4. Its only disadvantage is that Black's K4 is left very weak.

- |           |         |
|-----------|---------|
| 6 Kt—KB3  | P—B3    |
| 7 Castles | Castles |
| 8 P—Kt3   | Q—K1    |
| 9 B—Kt2   | QKt—Q2  |
| 10 Q—Q3   | .....   |

10 Kt-K5 is a more aggressive move, which would serve as an alternative. A probable continuation would be 10 ... KtxKt; 11 PxKt, Kt-Q2; 12 PxP, BPxP; 13 Kt-Kt5 followed by QR-B1.

- |          |       |
|----------|-------|
| 10 ..... | Q—R4  |
| 11 PxP   | ..... |

This move is questionable as it frees the QB and removes Black's awkward KP. The exchange merits consideration only when Black is forced to recapture with the BP.

- |          |        |
|----------|--------|
| 11 ..... | KPxP   |
| 12 Kt—Q2 | Kt—K5  |
| 13 P—B3  | KtxQKt |
| 14 BxKt  | P—B5   |

This lengthens the scope of the QB and prepares for a hasty attack.

- |          |       |
|----------|-------|
| 15 KR—K1 | ..... |
|----------|-------|

If 15 P-KKt4, White's weakness on the Black squares and his exposed King would eventually tell against him. The text makes room for the Kt at KB square.

- |          |       |
|----------|-------|
| 15 ..... | B—Q3  |
| 16 Kt—B1 | R—B2  |
| 17 P—K3  | PxKtP |
| 18 KtxP  | Q—R5  |
| 19 Kt—B1 | Kt—B3 |
| 20 R—K2  | Q—Kt4 |
| 21 B—K1  | B—Q2  |
| 22 B—Kt3 | BxB   |
| 23 KtxB  | P—KR4 |
| 24 P—B4  | Q—Kt5 |

- |          |      |
|----------|------|
| 25 R—KB2 | P—R5 |
|----------|------|

- |         |       |
|---------|-------|
| 26 B—B3 | ..... |
|---------|-------|

This loses quickly, but the position was already bad.

- |          |         |
|----------|---------|
| 26 ..... | PxKt    |
| 27 BxQ   | PxRch   |
| 28 K—Kt2 | KtxB    |
| 29 P—KR3 | Kt—KB3  |
| 30 KxP   | Kt—K5ch |
| Resigns. |         |

For if 31 K-Kt2, BxPch! and Black will bring his Rooks into the game with telling effect.

\* \* \*

## QUEEN'S PAWN OPENING

Manhattan Chess Club Championship

New York, December, 1933

(Notes by I. A. Horowitz)

**A. S. Denker**      **E. Schwartz**

White

Black

- |          |       |
|----------|-------|
| 1 Kt—KB3 | P—Q4  |
| 2 P—Q4   | P—QB3 |

Playing by rote. The move has point only after White's P-QB4 and should be deferred until White commits himself. Should White, on the other hand, fail to play P-QB4 in the early stages, then Black with P-QB4 may well seize the initiative. In that event a tempo will be saved.

- |           |         |
|-----------|---------|
| 3 P—K3    | Kt—B3   |
| 4 B—Q3    | P—K3    |
| 5 Castles | QKt—Q2  |
| 6 QKt—Q2  | B—K2    |
| 7 P—QKt3  | Castles |
| 8 B—Kt2   | P—B4    |
| 9 Kt—K5   | KtxKt   |

Or 9 ... Q-B2, to be followed by ... P-QR3, ... P-QKt4, ... B-Kt2, etc.

- |          |        |
|----------|--------|
| 10 PxKt  | Kt—Q2  |
| 11 Q—R5  | P—KKt3 |
| 12 Q—R6  | P—R3   |
| 13 P—KB4 | R—K    |
| 14 P—B4  | B—B    |
| 15 Q—R3  | Kt—Kt3 |

Instead 15 ... PxP seems more logical and offers more definite possibilities. 16 KtxP would be met by ... Kt-Kt3, when White could not avoid exchanging Kts, which would simplify the position somewhat, and also leave Black with a Queen's side Pawn majority. Also after 16 BxBP, P-QKt4 (not 16 ... KtxP; 17 PxKt, QxKt; 18 RxP! KxR; 19 QxRPch, B-Kt2; 20 R-KB1ch with a powerful attack) 17 B-K2 (17 B-Q3,



KtxP; 18 Kt-K4, Kt-Q2), B-Kt2, Black's position is still tenable.

16 QR-Q	B-Kt2
17 Kt-B3	Q-K2
18 P-KKt4	P-B3

This only serves to aggravate Black's weak King side position. Instead 18 ... B-Q2, followed by QR-Q and B-B3, would still permit Black to offer some resistance.

19 PxBP	BxP
20 BxB	QxB
21 Kt-K5	Kt-Q2
22 P-Kt5	Q-Kt2
23 Q-Kt3	.....

Permitting Black to double his King Pawns, for an advanced post at KB6.

23 .....	KtxKt
----------	-------

Practically forced. The cramped position does not allow Black much leeway.

24 PxKt	B-Q2
25 R-B6	QR-Q
26 B-K2	B-B
27 QR-KB	R-B

27 ... P-Q5; 28 PxP, PxP; would leave Black with a weak QP and also a Queen side Pawn minority, whereas 28 ... RxP; 29 Q-B2, R-Q2; 30 QxP, leaves little hope for Black.

28 PxP	PxP
29 P-K6	Q-K2
30 B-Kt4	Q-Kt2
31 Q-K5	KR-K
32 Q-Kt3	R-K2
33 R-B7	Resigns.

For after 33 ... RxR; 34 PxRch, K-R; 35 Q-B7, there is no defense.

\* \* \*

# QUEEN'S GAMBIT DECLINED Manhattan Chess Club Championship New York, December, 1933 (Notes by I. A. Horowitz)

<b>R. Willman</b>	<b>O. Tenner</b>
White	Black

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-KB3	Kt-Q2
4 P-KKt3	.....

If White chooses to fianchetto his Bishop, he may do so only after the QBP is either protected or exchanged. After the text move Black can safely capture and maintain the Gambit Pawn.

4 .....	PxP
---------	-----

5 B-Kt2	P-QB3
6 P-QR4	B-Kt5ch
7 B-Q2	Q-R4
8 Kt-R3	P-B6
9 PxP	BxP
10 Kt-B4	Q-Kt5
11 Castles	QxKt

But this was not necessary. After the simple 11 ... BxB; 12 KKtB, KKt-B3; followed by Castles, Black, with a Pawn ahead, had nothing to fear.

12 R-B1	.....
---------	-------

With a Pawn behind, White seeks to complicate at all cost hoping to catch his opponent napping on the defense.

12 .....	Kt-Kt3
----------	--------

Not satisfied with only one Pawn Black attempts to bite off too much, before he is developed, and gets indigestion. Again 12 ... KKt-B3 was indicated.

13 BxB	QxRP
14 P-Q5!	.....

This move shatters the Black position in such a manner that White will recover one of his two Pawns immediately and the other perforce later.

14 .....	QxQ
15 KRxQ	P-B3

Relatively better would be 15 ... Kt-KB3 with the idea of giving back the two Pawns if necessary. Apparently Black is laboring under the misapprehension that he still has a winning position.

16 PxBP	PxP
17 Kt-Q4	Kt-K2
18 KtxBP	B-Kt2
19 B-R5	P-K4

Although still a Pawn ahead, Black appears to be without resources. After the exchange of the minor pieces, White will always manage to place a Rook on the seventh rank with disastrous consequences.

20 KtxKt	BxB
21 KxB	KxKt
22 R-B7ch	K-K3

Obviously 22 ... K-B; 23 BxKt, PxP; 24 KR-Q7 would be unpleasant.

23 RxKtP	Kt-B5
24 B-B3	P-QR4
25 P-K4	Kt-Q3

After 25 ... P-R5; 26 B-Kt4, threatening mate, would be difficult to parry successfully.

26 P-B3	KR-QB
27 R-Q3	R-B4



Black's play is not very sharp. After 27 ... R-B5, the threat of advancing the passed QRP would still make matters difficult.

28 RxP R-QKt1  
29 R-QR7 .....

The menace of the QRP is now gone.

29 ..... R-Kt6  
30 R-R6! .....

The key of White's last few moves. Otherwise he would be in difficulties. Now it is just a matter of time.

30 ..... R(B4)xB  
31 R(Q3)xKtch K-K2  
32 R-K6ch K-Q2  
33 RxBP R-Kt4  
34 R-R7ch Resigns.

\* \* \*

### RETI'S OPENING

Manhattan Chess Club Championship

New York, December, 1933

(Notes by I. A. Horowitz)

A. W. Dake D. McMurray

White

Black

1 Kt-KB3 Kt-KB3  
2 P-QB4 P-QB3  
3 P-KKt3 P-Q4  
4 P-QKt3 B-B4  
5 B-QKt2 P-K3  
6 B-Kt2 QKt-Q2  
7 Castles P-KR3

To prepare for Kt-KR4, when the B will be able to retreat to R2. But this precaution was not necessary just yet. In fact it was important to play 7 ... B-Q3 at once, followed immediately by 8 ... Castles in order to avoid the unfavorable complications, which actually occurred in the game. After 7 ... B-Q3; 8 Kt-KR4, B-KKt5; 9 P-KR3, B-R4; 10 P-KKt4, KtxP!

8 P-Q3 B-Q3

Failing to play B-Q3 on the last move, it would now be better to play B-K2 and be content with a Q side Pawn advance-(P-QR4-5), in order to weaken White's Q side Pawns.

9 PxP BPxP

If 9 ... KPxP; 10 P-K4, PxP (P-K5 was threatened); 11 PxP, KtxP; 12 Kt-R4 and there is no defense. Or even 10 ... B-KKt5; 11 PxP, PxP; 12 R-Kch, B-K2; 13 Q-K2, and Black is well tied up.

10 P-K4 .....

Correctly timed and taking advantage of Black's inexact handling of the opening moves.

10 ..... B-KKt5

Relatively better would be 10 ... PxP; 11 PxP, KtxP; 12 BxP, R-KKt; 13 B-Kt2 (not BxP, Q-B3!), Q-K2.

11 PxP P-K4

Sacrificing a Pawn in order to avoid the variation 11 ... PxP; 12 R-K1ch, B-K2; 13 Q-K2. Certainly this may be the better of two evils, but the position does not appear quite promising.

12 P-KR3 BxKt  
13 QxB Castles  
14 Kt-Q2 Kt-Kt3  
15 Kt-B4 R-K1  
16 KR-K1 QKtxP  
17 KtxP Q-R4

With a Pawn behind and an inferior position, it is difficult to find a good continuation. Nevertheless, QR-B1 seems to offer greater resistance.

18 P-R3 Q-Kt4  
19 P-Q4 QR-B1  
20 B-KB1 Q-R4

Black's last few Queen moves have served only to lose time.

21 B-B4 B-Kt1  
22 R-K2 P-R3  
23 QR-K1 Q-Q1  
24 Q-B5 P-QKt4  
25 KtxP! .....

The coup de grace. There is no defense.

25 ..... RxR

25 ... KxKt would be met by RxR!

26 RxR KxKt  
27 BxKtch K-B1

The point! The Bishop cannot be captured because of the loose Rook at B1.

28 B-K6 R-B2  
29 P-Q5 B-R2  
30 K-Kt2 B-B4  
31 R-B2 B-Q3  
32 RxR BxR  
33 P-QKt4 B-Kt1  
34 B-Q4 Resigns.



CARO-KANN DEFENSE  
Vienna, November, 1933.  
(Notes by A. Becker)

R. Spielmann      B. Honlinger

- |          |        |
|----------|--------|
| White    | Black  |
| 1 P—K4   | P—QB3  |
| 2 P—Q4   | P—Q4   |
| 3 P×P    | P×P    |
| 4 P—QB4  | Kt—KB3 |
| 5 Kt—QB3 | P—K3   |

The main variation of this opening is better illustrated in the game Becker-Podhorzer, which ran as follows: 5 ... Kt-QB3; 6 Kt-B3, B-Kt5; 7 P×P, KKt×P; 8 B-QKt5, R-B1; 9 P-KR3, B×Kt; 10 Q×B, P-K3; 11 Castles, P-QR3; 12 KtxKt, QxKt; 13 QxQ, PxQ; 14 B-R4, B-K2; 15 B-K3, Castles; 16 QR-B, P-B4, with an even game.

- |         |       |
|---------|-------|
| 6 Kt—B3 | P×P   |
| 7 B×P   | ..... |

This exchange leads to a position similar to the one resulting from the Queen's Gambit accepted.

- |           |         |
|-----------|---------|
| 7 .....   | B—K2    |
| 8 Castles | Castles |
| 9 B—B4    | P—QR3   |

This entails great difficulties. Better would be the maneuver QKt-Q2-Kt3-Q4.

- |          |       |
|----------|-------|
| 10 P—Q5! | P×P   |
| 11 KtxP  | KtxKt |
| 12 BxKKt | Kt—Q2 |
| 13 Q—B2  | Q—R4  |

More logical appears 13 ... Kt-B3; 14 B-QKt3, B-KKt5.

- |           |       |
|-----------|-------|
| 14 B—QKt3 | Kt—B4 |
| 15 QR—K!  | ..... |

Not with the KR for after 15 ... KtxB, White is prepared to capture the B at K2.

- |          |      |
|----------|------|
| 15 ..... | Q—Q? |
|----------|------|

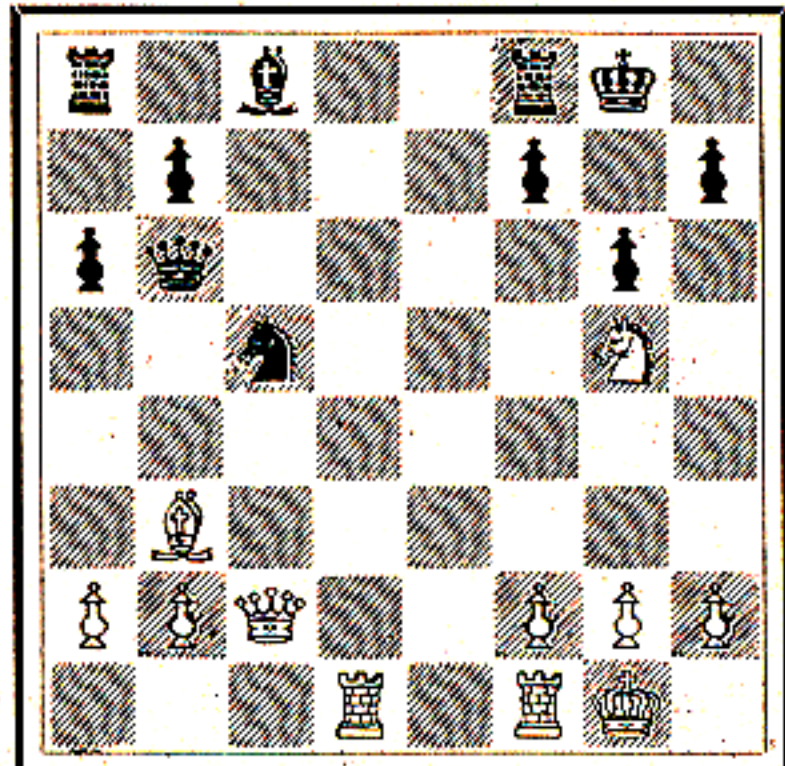
Delaying the development of the backwards Q side. Instead B-K3 was indicated.

- |           |       |
|-----------|-------|
| 16 R—Q1   | Q—Kt3 |
| 17 B—Kt5! | BxB   |

Forced, for after 17 ... B-Q3, 18 B-K3, the threat of RxB, followed by capturing the Kt, cannot adequately be met.

- |           |       |
|-----------|-------|
| 18 KtxB   | P—Kt3 |
| 22 KR—Q1  | RxB   |
| 19 BxPch! | KxKt  |
| 20 KtxR   | Kt—K3 |
| 21 R—Q5   | Q—B3  |

Position after 18 ... P-Kt3  
B. HONLINGER



R. SPIELMANN

The exposed position of Black's King and his backwards Q side development leads Black to try to ease the tension by the exchange of Queens. But White is equal to the emergency and gives his opponent no quarter.

- |           |        |
|-----------|--------|
| 23 Q—Kt3  | P—QKt4 |
| 24 R—Q6   | Q—K5   |
| 25 Q—QB3! | K—K2   |

After ... B-Kt2; 26 P-B3 followed by R-Q7ch wins the B.

- |         |       |
|---------|-------|
| 26 Q—R8 | P—Kt4 |
| 27 P—B3 | Q—Kt3 |

Or Q-K6ch; K-R and the KRP cannot be saved.

- |          |       |
|----------|-------|
| 28 R—Q8! | ..... |
|----------|-------|

Pretty and decisive. If 28 ... KtxR; 29 QxKtch, K-B2; 30 Q-Q5ch regaining the R.

- |            |      |
|------------|------|
| 28 .....   | Q—B7 |
| 29 R—K8ch  | K—B2 |
| 30 Q—Kt8ch | K—B3 |
| 31 R—K1    | Q—B3 |
| 32 Q—R8ch  | K—B2 |

Not K-Kt3; 33 R-Kt8ch! also after 32 ... K-B4; 33 P-Kt4ch, etc.

- |            |       |
|------------|-------|
| 33 Q—Kt8ch | K—B3  |
| 34 P—KR4!  | ..... |

The coup de grace. White now threatens 35 R(K1)xKtch, BxR; 36 QxPch, K-B2; 37 R-K7ch. etc.

- |          |      |
|----------|------|
| 34 ..... | P—R3 |
|----------|------|

After P×P the win should be more difficult, but the result would be the same.

- |         |          |
|---------|----------|
| 35 P—R5 | Q—B7     |
|         | Resigns. |

For Black observed that he is mate in three moves.

(Translated from the Wiener Schach Zeitung)



## KING'S GAMBIT

Philadelphia, November, 1933.

(Notes by I. A. Horowitz)

Messrs. Sharp I. A. Horowitz  
and Winkelman

White	Black
1 P-K4	P-K4
2 P-KB4	.....

Reviving the old fashioned King's Gambit, which seldom is used in master play. The reason for White's choice is quite an interesting one. Bogoljubow, in an analysis of the opening, concludes that Black gets the superior position, but in a small footnote in Griffith and White, Tartakower claims to have refuted Bogoljubow's analysis. White selected the opening based on Tartakower's refutation.

2 .....	PxP
3 B-B4	Kt-KB3

After 3 ... Q-R5ch; 4 K-B, the Q will be driven back by Kt-KB3 and White will more than make up in time, in exchange for the right of castling.

4 Kt-QB3	.....
----------	-------

If instead P-K5, then P-Q4 would leave Black with a favorable position.

4 .....	P-B3
5 Q-B3	P-Q4
6 PxP	B-Q3
7 P-Q4	.....

But here is the point. Tartakower recommends P-Q3, which was overlooked by the first players. The game would then have real theoretical significance. However the text does not leave White completely without resource.

7 .....	Castles
8 BxP	B-KKt5
9 Q-Kt3	R-K1ch
10 K-B1	.....

If anything is interposed, then would follow: B captures interposed piece, and Kt-R4, winning a piece. If on the other hand K-B2, then B-Kt5; threatening BxKt and Kt-K5ch winning the Q.

10 .....	BxB
11 QxB	PxP
12 B-Q3	Kt-B3
13 Kt-B3	.....

Misjudging the possibilities of the position. White permits Black to capture the Kt destroying his pawn formation, in the hope that he will

work up an attack on the Kt file. Instead P-KR3 to be followed by P-KKt4 would offer better chances.

13 .....	BxKt
14 PxB	Kt-KR4
15 Q-Kt4	.....

If Q-B5, then P-KKt3; 16 QxQP, KtxP; with the superior end-game.

15 .....	P-KKt3
16 R-KKt	K-R
17 Kt-K2	.....

Preparing to consolidate the position with P-B3.

17 .....	Q-B3
----------	------

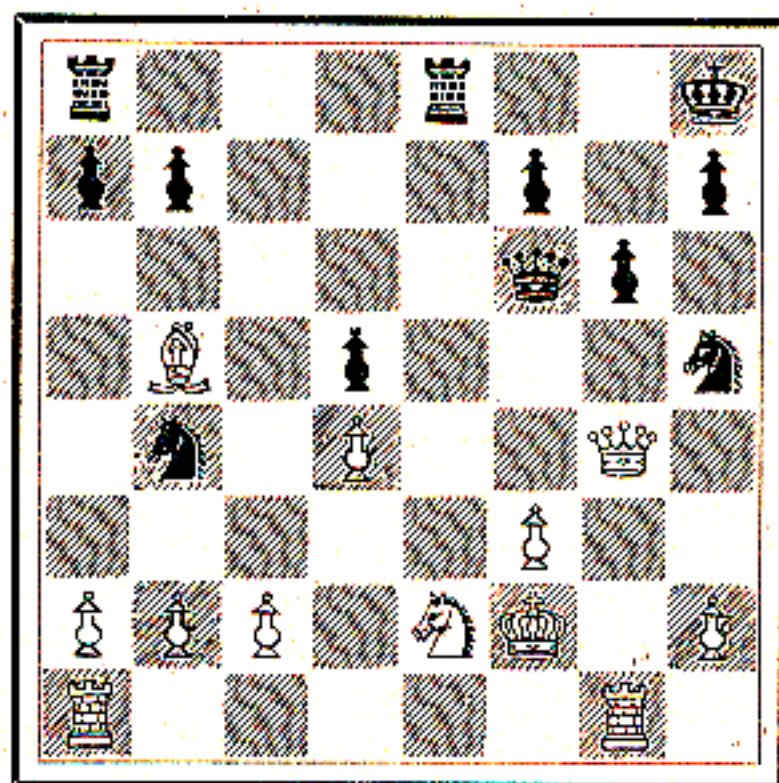
P-B3 would now be met by R-K6 winning at least a P.

18 K-B2	.....
---------	-------

Again trying for P-B3.

18 .....	Kt-Kt5
19 B-Kt5	.....

SHARP &amp; WINKELMAN



I. A. HOROWITZ

19 .....	R-K5
20 Q-Kt5	RxKtch!
21 KxR	.....

If BxR, QxPch; 22 K-B (Q-K3, QxQ; 23 KtxPch regaining the exchange), KtxBP, with a powerful attack.

21 .....	QxQP
22 P-B3	.....

As good a move as any. There is little to be done.

22 .....	Kt-B5ch
23 K-B1	Q-K6
24 PxKt	QxPch
25 K-K1	R-Kch
26 K-Q2	R-K7ch

Resigns.

For if BxR, QxBch followed by either Q-B6 mate or Kt-Q6ch and QxP mate.



VIENNA GAMBIT

Manhattan Chess Club Championship  
New York, December, 1933  
(Notes by I. A. Horowitz)

O. Tenner                      E. Schwartz

White                                      Black

- 1 P-K4

2 Kt-QB3

3 P-B4

4 P-Q3
- P-K4

Kt-KB3

P-Q4

.....

This move, which is new to the younger generation of chess players, was played with varying success many years ago. It leads to many complicated and tricky positions, and unless Black is prepared with the proper defense, he may soon discover that he has obtained the inferior position in the early stages of play.

- 4 .....
- Kt-B3

Not the best as White demonstrates. Also 4 ... PxKP; 5 BPxP, Kt-Kt5; 6 KtxP, KtxKP; 7 P-Q4, Kt-Kt3 gives Black a poor position, as he has lost control of the center. But instead 4 ... P-Q5; 5 Kt-K2, Kt-QB3; 6 Kt-KB3, B-KKt5 would be the proper method to pursue. White cannot capture and maintain the KP, and any other line he chooses leads to nothing, with correct play.

- 5 PxKP

6 P-Q4

7 P-K5

8 KtxKt
- QKtxP

Kt-B3

Kt-K5

PxKt

Although Black's defense of the opening was not the best, it still should prove to be an interesting contest. The isolated Pawn at K5, although weak, cannot be captured easily, and as long as it remains on the board in its advanced position, the development of White's pieces is hampered.

- 9 B-K3
- .....

9 P-B3 seems preferable. The development of the QB should be determined only after the position assumes a more definite form.

- 9 .....

10 B-QB4

11 Q-Q2
- B-K2

Castles

K-R1

Striving to break the center by means of P-KB3, but instead 11 ... B-KKt5, continued with Q-Q2 and QR-Q with the idea of eventually breaking with P-QB4, would be more effective. The text move loses too much time.

- 12 Kt-K2

13 P-K6!
- P-B3

.....

An advanced post which can be maintained is like a bone in the throat of the adversary.

- 13 .....
- Kt-Kt5

- 14 Kt-B3

15 P-Q5
- P-B3

KtxQP

If instead 15 ... PxP; 16 KtxQP, BxP; 17 KtxB wins a piece.

- 16 KtxKt

17 QxP

18 BxQ

19 Castles
- PxKt

QxQ

P-B4

P-QR4

The only way to bring out the pieces.

- 20 P-KKt4!
- .....

A powerful move, forcing an immediate entry into the opposing camp.

- 20 .....
- P-B5

Or 20 ... PxP; 21 RxR, BxR; 22 R-KB, B-Q3; 23 R-B7 threatening among other things B-Q4, and Black cannot save the situation.

- 21 RxP

22 BxR

23 R-K1

24 BxKP

25 BxP
- RxR

R-R3

BxP

BxKtP

.....

Net result, White is a Pawn ahead.

- 25 .....

26 RxR

27 P-QR4
- R-K3

BxR

.....

The rest is technique.

- 27 .....

28 K-Kt2

29 P-B3

30 B-B7

31 BxP

32 B-B7

33 K-B3

34 K-K4

35 B-B8ch

36 B-K5

37 K-Q3
- B-Q1

B-B3

B-Q2

BxRP

B-Kt6

K-Kt1

K-B2

K-K3

K-K2

B-KKt4

Resigns.

\* \* \*

QUEEN'S GAMBIT DECLINED  
Marshall Chess Club Championship  
New York, December, 1933.  
(Notes by R. Fine)

R. Fine                      N. Grossman

White                                      Black

- 1 P-Q4

2 P-QB4

3 Kt-QB3

4 B-Kt5

5 P-K3
- Kt-KB3

P-K3

P-Q4

B-Kt5

.....



The old line 5 Q-R4ch, Kt-B3; 6 P-K3, B-Q2; 7 Q-Kt3, continued with R-B with pressure on the QB file would yield White a good game. The text avoids any prepared analysis.

5 . . . . . P-B3

But this follow-up does not seem to be in the same spirit as Black's last move. 5 . . . QKt-Q2, and P-B4, or P-B4 at once, was more energetic.

6 Q-Kt3! BxKtch  
7 PxP QKt-Q2  
8 PxP . . . . .

In order to avoid the exchange of Queens, which would be necessary after 8 B-Q3, PxP; 9 BxP, Kt-Kt3; 10 B-Q3, Q-Q4.

8 . . . . . BPxP

Generally it is wise to capture with the BP when the open Bishop file can be seized or challenged quickly, or when it is necessary to avoid a break at White's QKt5. But in the present position, when the prospect of occupying the Bishop file, if not remote, is at least not threatening, and White's Pawn formation is such that a break at QKt5 is impossible, 8 . . . KPxP, freeing the QB, seems preferable.

9 B-Q3 Castles  
10 Kt-K2 . . . . .

White is preparing the advance of his KP.

10 . . . . . Q-R4

Stronger is 10 . . . P-QKt3; 11 Castles, B-Kt2; 11 P-B3, P-K4. After the Queen move, if Black plays P-K4, White can ruin his Pawn position by BxKt.

11 P-B3 P-QKt3  
12 Castles B-R3  
13 Q-B2 BxB  
14 QxB KR-B  
15 B-R4 P-QKt4  
16 P-K4 . . . . .

Spat, aber doch!

16 . . . . . R-B5

Here, and in the next few moves Black plays too passively. 16 . . . P-Kt5, to open the QB file is the proper plan.

17 P-K5 Kt-K  
18 P-B4 P-Kt3  
19 P-Kt4 Q-Kt3  
20 K-R Kt-Kt2  
21 P-B5! KPxP  
22 PxP KtxKP

22 . . . KtxBP would lead to an immediate catastrophe. 23 RxKt, PxR; 24 Kt-B4! K-R (or 24 . . . Kt-B; 25 R-Ktch, Kt-Kt3; 26 QxP, RxP;

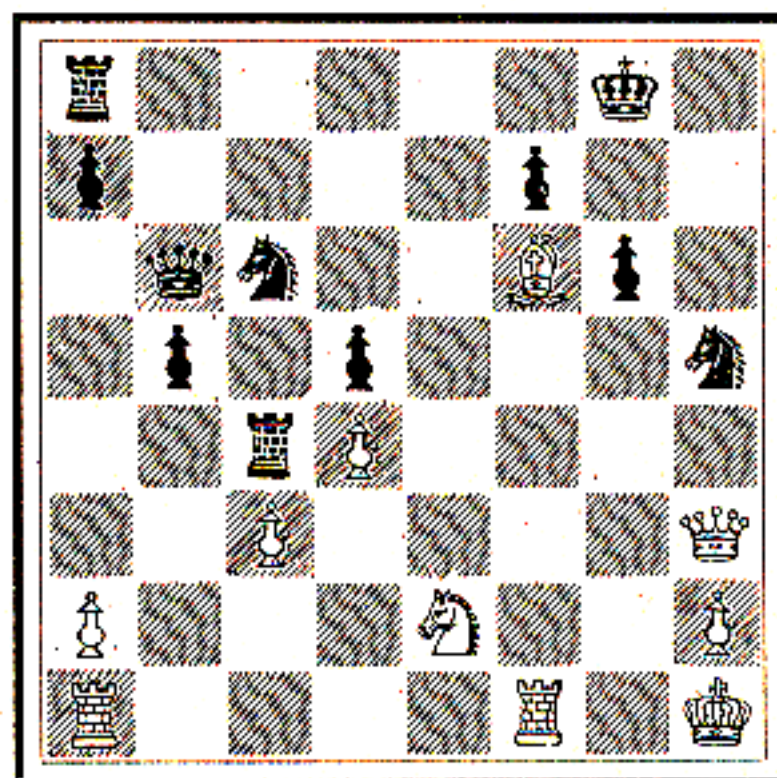
27 B-B6, Q-B3; 28 KtxKt, RPxKt; 29 RxPch! and wins); 25 QxP, Q-QB3; 26 P-K6! with a winning attack.

23 Q-R3 Kt-B3

Forced, for if 23 . . . Kt-Q2; 24 PxP, QxKtP; 25 QxKt, Q-K5ch; 26 K-Kt, QxKt?; 27 QxPch, K-R; 28 Q-B8ch, etc.

24 B-B6 Kt-R4  
25 PxP RPxP

N. GROSSMAN



R. FINE

26 Kt-B4! KtxB  
27 KtxKtP! K-Kt2

Or 27 . . . PxKt; 28 RxKt, K-Kt2; 29 RxPch! with a forced mate in at most five moves.

28 R-KKt!!! PxKt  
29 RxPch!!! KxR  
30 Q-K6! . . . . .

An extraordinary position. Black is a Rook and two Knights ahead, but has nothing more than a difficult draw. Time pressure accounts for the blunder on Black's next move.

30 . . . . . KtxP?

Correct was 30 . . . Kt-K4!; R-Ktch, K-R3!; 32 QxKt, R-KKt (or A; 33 Q-K3ch, K-R2; 34 KxQ; 37 RxR, RxBP; 38 R-Kt8, with a drawn ending.

A. 32 . . . R-B2; 33 Q-Kt5ch, K-R2; 34 Q-R4ch, Kt-R4; 35 QxKtch, Q-R3; 36 Q-B5ch, K-R; 37 Q-K5ch, R-Kt2; 38 RxR, QxR; 39 Q-R5ch with a draw by perpetual check, for if K-Kt, QxPch followed by QxR.

31 R-KKtch K-R3  
32 Q-K3ch K-R2  
33 Q-K7ch K-R3  
34 Q-Kt7ch Resigns.



## ENGLISH OPENING

## Marshall Chess Club Championship

New York, December, 1933.

(Notes by R. Fine)

**A. Kevitz****R. Fine**

White

Black

1 P—QB4

Kt—KB3

2 Kt—QB3

P—K3

3 P—K4

P—Q4

4 P—K5

P—Q5

5 PxKt

PxKt

6 KtPxP

QxBP

7 P—Q4

P—QKt3

7 ... P-B4 is sufficient to equalize. The text move seems to give Black the better chances.

8 Kt—B3

B—Kt2

9 B—K2

P—KR3

In the game Flohr-Kashdan, Folkestone, 1933, Black played 9 ... Kt-Q2 and the game continued 10 Castles, B-Q3; 11 B-Kt5, Q-B4; 12 Q-R4 with the better game.

10 Castles

B—Q3

11 Q—R4ch

.....

To prevent P-QB4, for Black's reply is virtually forced.

11.....

B—B3

12 Q—B2

Castles

13 B—K3

Kt—Q2

14 QR—Q

QR—Q

15 Kt—Q2

.....

Threatening 16 P-B4.

15.....

P—K4

16 P—Q5

B—Kt2

17 Q—R4

Q—Kt3!!

An unexpected sacrifice, which gives Black the initiative. The alternative 17 ... P-QR4; 18 Kt-K4, Q-K2; 19 KtXB, QxKt; 20 R-Kt, is in White's favor.

18 QxP

B—B

19 Kt—Kt3?

.....

A blunder which loses at once. Either 19 Q-R4 or 19 P-B5 was necessary.

19.....

Kt—B3

20 K—R

.....

If 20 P-B5, B-R6; 21 B-B3, R-R; 22 Q-Kt7, KR-Kt; 23 Q-B6, B-Q2. After the text move the Queen is likewise lost.

20.....

B—Q2

21 P—B5

R—R

22 Q—Kt7?

.....

Better is 22 QxR, RxQ; 23 PxB, but the game is in any case hopeless.

22.....

PxP!

23 B—Q3

P—K5

24 KtxP

KR—Kt

25 QxRch

RxQ

26 KtxB

KtxKt

27 B—Kt

Q—R4

28 P—Kt3

Kt—B3

Resigns.

\* \* \*

## KING'S INDIAN DEFENSE

Aachen, 1933.

(Notes by F. Reinfeld)

**E. Bogoljubow****L. Rellstab**

White

Black

1 P—Q4

Kt—KB3

2 Kt—KB3

P—KKt3

3 Kt—B3

.....

Possibly in order to avoid the Grunfeld Defense after 3 P-B4, B-Kt2; 4 Kt-B3, P-Q4, etc.

3.....

P—Q4

In order to prevent P-K4, he relinquishes command of the Black squares. More in accordance with the spirit of the fianchetto development seems 3 ... P-Q3, for example 4 P-K4, B-Kt2; 5 P-KR3, Castles; 6 B-KB4, QKt-Q2; 7 Q-Q2, P-B4; 8 P-Q5 and Black should continue ... R-K with a satisfactory position (Ed. Lasker-Maroczy, New York, 1924).

4 B—B4

B—Kt2

5 P—K3

Castles

6 Kt—QKt5

.....

A harmless diversion which leads to nothing definite. A more plausible continuation is:

1. 6 P-KR3, P-B4; 7 PxP! Q-R4; 8 Kt-Q2, QxBP; 9 Kt-Kt3, Q-Kt3; 10 B-K5!, P-K3; 11 Kt-Kt5, Kt-K; 12 BxB, KtxB; 13 P-KR4! (Capablanca-Yates, New York, 1924).

6.....

Kt—R3

7 B—K2

B—Kt5

8 Kt—B3

Kt—Kt1

Perhaps hoping that White is willing to draw by 8 Kt-QKt5, Kt-R3; 9 Kt-B3, Kt-Kt1; 10 Kt-QKt5, Kt-R3, etc?!

9 P—KR3

B—B4

A waste of time. Why play 7 ... B-Kt5 if he does not want to exchange the Bishop? And if he wishes to retreat, it is foolish to invite White's obvious reply.

10 P—KKt4

.....



Bogoljubow has gained two full tempi for the formation of a K side attack, which he proceeds to execute with his usual vigor.

10 ..... B-B1  
11 P-Kt5 Kt-K1

11 ... Kt-R4 would have led to interesting complications after 12 Kt-K5 or perhaps 12 B-R2!?, BxRP; 13 Kt-R4, etc.

12 Q-Q2 P-QB3

Black experiences considerable difficulty in making up for his backward development.

13 B-Q3 Kt-Q3  
14 P-KR4 B-B4  
15 BxKt QxB

After this, Black's Pawn structure becomes weak, but unfortunately he cannot play 15 ... BxB because of 16 BxP!

16 BxB PxP  
17 Castles QR P-K3  
18 P-R5 Kt-Q2  
19 Kt-K2! KR-B1

Black has finally succeeded in building up a counter-attack; the game now becomes very interesting.

20 Kt-B4 P-B4  
21 QR-Kt1 .....

After this, Black is continually faced by the threat of P-Kt6.

21 ..... PxP  
22 PxP Kt-Kt3  
23 Kt-K5! .....

A fine move. If now 23 ... BxKt; 24 PxP, QxP; 25 KtQ3! and Black cannot prevent a decisive opening up of the King's position by 26 P-Kt6.

23 ..... Kt-B5  
24 KtxKt RxKt  
25 Kt-K2 QR-QB  
26 P-QB3 .....

Firmly establishing the defensive position of his own K, after which he threatens 27 P-Kt6, BPxP; 28 PxP, P-R3; 29 RxP!, BxR; 30 QxB, Q-K2; 31 P-Kt7, K-B2; 32 Q-R7 and wins.

26 ..... Q-B2

Parrying the threat just alluded to, for after 30 QxB, Black could reply ... Q-Kt2.

27 K-Kt1 P-Kt4  
28 P-Kt6! BPxP  
29 PxP P-KR3  
30 Q-K3 Q-Q2  
31 R-R5 P-Kt5  
32 P-Kt3! R(B5)-B3  
33 PxP Q-K2

This loses quickly, but the position was already untenable.

34 RxBP QxP  
35 R-B7 P-QR4  
36 R-R P-R5

Too late.

37 RxBch! KxR  
38 Q-K5ch KxP  
39 R-Kt1ch K-B2  
40 Q-B4ch Resigns.

For if 40 ... K-K; 41 R-Kt8ch, etc.

### QUEEN'S PAWN OPENING

Bad Pyrmont, 1933

(Notes by F. Reinfeld)

F. Samisch K. Richter

White Black

1 P-Q4 P-QB4  
2 P-Q5 P-K4  
3 P-QB4 .....

This is not good. Much stronger would be 3 P-K4, P-Q3; 4 P-KB4! (recommended by Fine).

3 ..... P-Q3  
4 Kt-QB3 P-B4

Transposing into a favorable variation of the Dutch Defense.

5 P-KKt3 Kt-KB3  
6 B-Kt2 Kt-R3  
7 Kt-R3 .....

White has played the opening listlessly and has no compensation for his opponent's aggressive position in the center.

7 ..... B-K2  
8 P-B3 .....

The immediate 8 P-K4 would be better, for if then 8 ... PxP; 9 Kt-KKt5! (not 9 KtxP? because the Kt on R3 would "hang") and White has a good game. It should be noted that Black cannot answer 9 Kt-KKt5 by ... KtxP? because of 10 KtxKt, BxB; 11 Q-R5ch.

8 ..... Castles  
9 P-K4 Kt-R4!  
10 Kt-B2 P-B5

After forcing this advance, Black is able to give his opponent a very cramped game from which he never recovers in the sequel.

11 P-KKt4 Kt-KB3  
12 P-QR3 .....

Samisch's play is not exactly enterprising.

12 ..... Kt-K1!  
13 Kt-Q3 B-R5ch  
14 K-K2 Q-Kt4



Intending 15 ... Kt-B3 with ... KtxKtP to follow.

15 P—R3	Kt—B3
16 Kt—Kt5	.....

16 R-KKt1 (to stop Black's next move) would be answered by ... P-R4!

16 .....	Kt—R4!
17 KtxQP	Kt—Kt6ch
18 K—Q2	KtxR
19 BxKt	Q—R3
20 KtxB	QRxKt
21 KtxKP	B—B3
22 Kt—Q7	QxP
23 KtxBch	.....

White's game could hardly be any worse after 23 KtxR, Q-R7ch; 24 K-Q3, etc.

23 .....	RxKt
24 K—Q3	Q—R 7
25 B—Q2	P—QKt4!

The quickest way to win.

26 PxP	P—B5ch
27 K—B3	Kt—B4

Threatening 28 ... Kt-Kt6; 29 R-Kt, R-KR3, with a further gain in material.

28 K—Kt4	Kt—Kt6
29 B—B3	.....

Resigning would be somewhat stronger.

29 .....	P—R4ch!
30 K—R4	Q—KB7
31 QxKt	.....

Desperation; if 31 BxR, Q-Kt3; 32 B-Q4, KtxB and White must give up the Queen just the same.

31 .....	PxQ
32 BxR	R—B5ch
33 KxKtP	Q—B7ch
34 K—R2	PxB

Resigns.

An energetic and well-played game on Richter's part.

\* \* \*

(From *Chess Tactics and Strategy*, by Reinfeld and Chernev.)

## M. Botwinnik

Although this youthful master (born 1910) is considered the strongest player in Russia, his games are little known outside of his native land. Kostich speaks of

him as a "very great master, whose tactical play is unrivalled in Russia. His style is characterized by colossal energy and patience, and in theoretical knowledge (especially as regards the openings) he is considered inferior to none of the great analysts of Western Europe. At the same time it must be borne in mind that his extraordinary success is due not so much to book-knowledge, as to his ingenious and imaginative play."

## DUTCH DEFENSE

All Russian Tournament, 1927.

**E. Rabinowitsch M. Botwinnik**

White	Black
-------	-------

1 P—Q4	P—K3
2 P—QB4	P—KB4
3 P—KKt3	Kt—KB3
4 B—Kt2	B—K2

The disposition of this B depends on whether Black is to advance the QP one square or two. If he intends ... P-Q3, it would be better to get rid of the B by ... B-Kt5ch

5 Kt—QB3	Castles
6 Kt—B3	P—Q4
7 Castles	P—B3

On 7 ... PxP White regains the Pawn with advantage by 8 Kt-K5. In any event the capture of the BP would be pointless, for the main object of the Stonewall formation is to preserve a powerful center.

8 Q—B2	Q—K
9 B—B4	.....

This move seems out of place. Why not P-Kt3, B-Kt2, Kt-K5, P-B3, P-K4, etc.

9 .....	Q—R4
10 QR—Q	.....

This move likewise seems superfluous.

10 .....	QKt—Q2
11 P—Kt3	.....

White fears ... PxP; 12 Kt-Q2, Kt-Kt3.

11 .....	Kt—K5
12 Kt—K5	Kt—Kt4!?

An original move which forestalls P-B3 and threatens to remove one of White's Bishops by ... Kt-R6ch.

13 P—KR4?	.....
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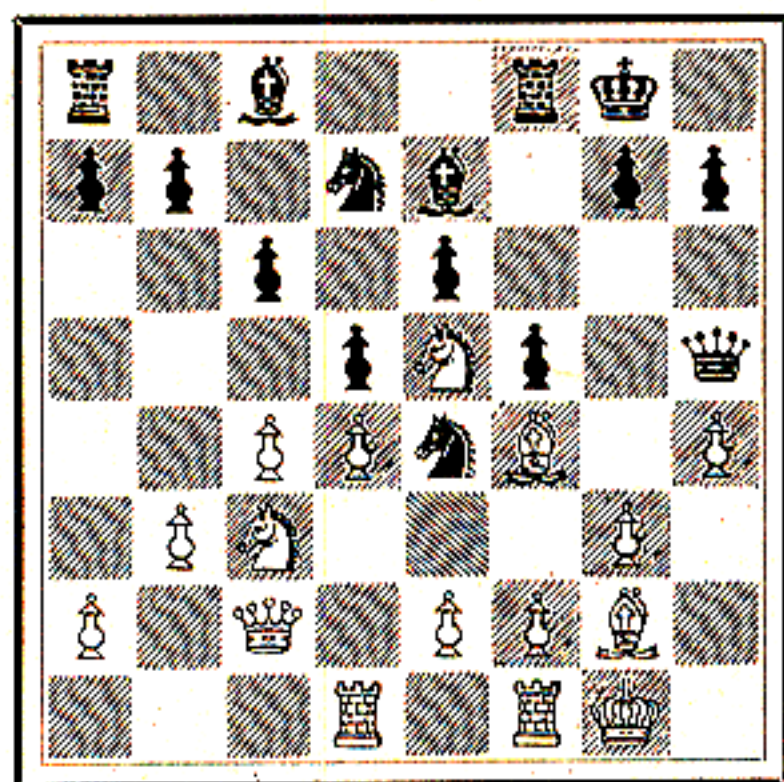
This compromises White's K side. Black's "threat" was purely psychological, for after 13 P-B3!, Kt-R6ch; 14 BxKt, QxB; 15 P-K4 White



would clearly have a good game, the Stonewall variation of the Dutch Defense being sufficiently weak to allow White the luxury of a few inaccurate or second-best moves.

13 ..... Kt—K5!

Black



White

14 B—B3 .....

White is already in difficulties; he cannot play 14 KtxKKt, BPxKt; 15 P-B3 because of 15 ... RxB!; 16 PxR, P-K6!; 17 Q-Q3 (17 B-R3?, Kt-B3!), BxP; 18 QxP, B-Kt6!; 19 Kt-Kt4, Kt-B3! and wins (L'Echiquier). A likely continuation would be 20 R-B2 (the alternative is 20 KtxKtch, PxKt; 21 R-B2, Q-R7ch; 22 K-B, P-K4!; 23 BPxP, B-R6 and wins), P-K4!!; 21 QxP, BxKt; 22 PxR, Q-R7ch; 23 K-B, R-K; 24 Q-B5 (forced), BxR; 25 KxB, Kt-K5ch winning the Queen.

14..... Q—K

15 KtxQKt .....

It is clear that White has lost the thread of the game.

15 ..... BxKt

16 K—Kt2 B—Kt5!

Another psychological move which leads White to compromise his position still further.

17 BxKt? .....

Correct was 17 Kt-Kt!

17 ..... BPxB

18 R—KR Q—R4

19 P—B3? Q—Kt3!

Threatening ... PxPch, as well as ... RxB. White's reply is forced.

20 K—B P—K4!

The point of this appears after Black's 22nd move.

21 QPxP .....

If 21 BxP, KPxP; 22 QxQ, PxPch; 23 KxP, PxQ; 24 R-QB, B-Kt5ch; 25 K-K (K-K3 or K-Q3

transposes into the same variation), R-B6; 26 K-Q2, B-KB4! and wins.

21 ..... RxB!  
22 PxR Q—Kt6!

With the following threats:

I 22 ... B—B4  
II 22 ... P—K6  
III 22 ... B—R6ch  
IV 22 ... KPxP  
V 22 ... R—KB

Clearly the attack is overwhelming.

23 KtxKP .....

Or 23 PxKP, B-QB4; 24 P-K3, Q-B6ch; 25 K-K, QxKRch; 26 K-Q2, Q-R7ch, etc.

23 ..... PxKt

24 RxR .....

Hoping for 24 ... P-K6; 25 RxPch!

24 ..... B—B4

25 P—K3 QxPch

26 Q—B2 .....

On 26 K-Kt Black plays ... BxPch; 27 K-R2, B-B7 coming out a whole Rook ahead after 28 R-KKt, BxRch; 29 KxB, Q-Kt5ch.

26 ..... QxRch

27 K—K2 Q—R6!

28 P—B5 28 .....

28 RxP, R-Q, etc.

29 K—Q2 Q—Kt5ch

30 P—K6 R—KB

31 QxQ QxBP

and wins. RxQ

\* \* \*

The following games were played in the Hastings Christmas Tournament, 1933.

E. Eliskases

S. Flohr

White

Black

1 Kt—KB3

P—Q4

2 P—Q4

Kt—KB3

3 P—B4

PxP

4 P—K3

P—B4

5 BxP

P—K3

6 Castles

Kt—B3

7 Q—K2

P—QR3

8 R—Q1

P—QKt4

9 B—Q3

P—B5

10 B—B2

Kt—QKt5

11 P—K4

KtxB



12 QxKt	B—Kt2
13 P—Q5	PxP
14 Kt—B3	B—K2
15 PxP	Q—B2
16 R—Q4	Castles
17 B—Kt5	Kt—K1
18 R—K1	P—B3
19 B—B4	B—Q3
20 Kt—K2	Q—Q2
21 BxB	KtxB
22 Kt—B4	KR—K1
23 R—K6	R—K2
24 R—Q1	QR—K1
25 P—KR4	Q—B2
26 Kt—Q4	B—B1
27 RxR	RxR
28 Kt(Q4)—K6	Q—Kt3
29 P—R5	P—R3
30 R—K1	Kt—B2
31 R—K3	Q—Q3
32 Q—Kt6	Kt—K4
33 Q—B5	BxKt
34 KtxB	QxP
35 Resigns.	.....

**Tylor**

White

1 P—Q4
2 Kt—KB3
3 QKt—Q2
4 P—K3
5 Kt—K5
6 B—Kt5ch
7 B—Q3
8 P—KB4
9 Castles
10 Q—B3
11 BPxKt
12 Q—B2
13 P—K4
14 PxP
15 P—B4
16 PxP

**Milner-Barry**

Black

Kt—KB3
P—K3
P—Q4
P—QKt3
B—Kt2
P—B3
QKt—Q2
Q—B2
P—KR3
KtxKt
Kt—R2
P—KKt3
B—Kt2
KPxP
Castles
PxP

17 Kt—B3	QR—K1
18 B—Q2	P—QR4
19 QR—B1	Q—Q2
20 Q—R4	Q—K2
21 QxQ	RxQ
22 P—QKt4	P—R5
23 B—QKt5	P—B3
24 KBxP	P—KKt4
25 P—Kt5	KR—K1
26 B—Kt4	R—Q2
27 PxP	BxP
28 KR—K1	RxRch
29 RxR	P—Kt5
30 Kt—K5	R—Kt2
31 B—B2	Kt—Kt4
32 KtxP	BxPch
33 K—R1	Kt—K5
34 KtxPch	K—R2
35 Kt—B5	Resigns.

\* \* \*

**Lilienthal**

White

1 P—Q4
2 P—QB4
3 Kt—QB3
4 B—Kt5
5 PxP
6 P—K3
7 B—Q3
8 Q—B2
9 KKt—K2
10 B—B5
11 Castles
12 PxP
13 QR—Q1
14 KtxP
15 BxPch
16 RxKt
17 R—K5
18 BxP
19 R—R5
20 B—Kt8ch

**Miss Menchik**

Black

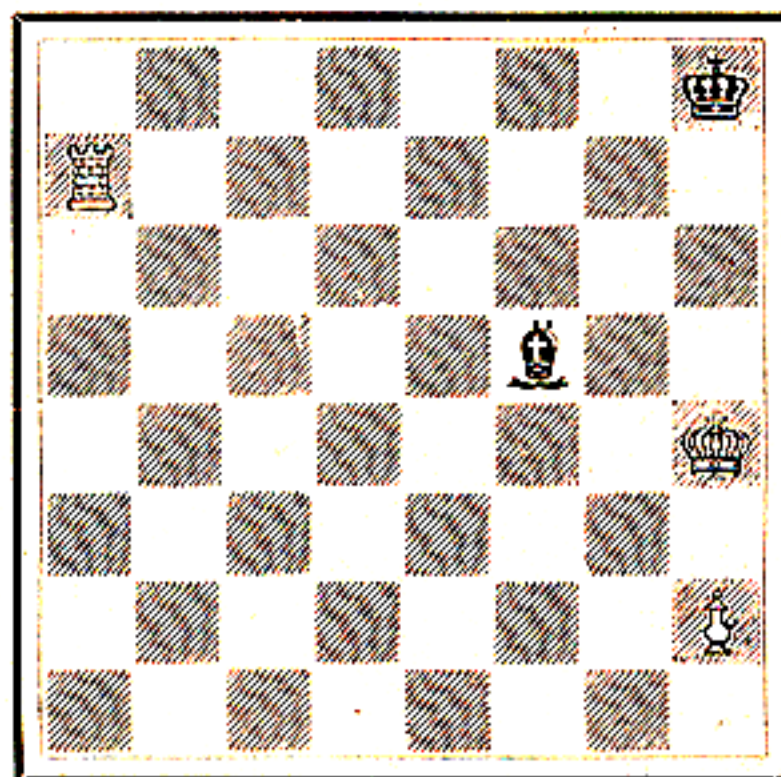
Kt—KB3
P—K3
P—Q4
QKt—Q2
PxP
B—K2
Castles
P—B4
P—QR3
R—K1
P—QKt3?
PxP
Q—R4
KKtxKt
K—R1
Kt—Kt3
P—B3
PxB
B—Kt5
Resigns.



# END GAME ANALYSIS

by I. A. Horowitz

Black



White

This position, which appeared in the German "HANDBUCH," came about as the result of a problem by Calvi, who was of the opinion that it was a draw. Later analysis disclosed that White, with proper play, had a difficult and pretty win at his command against any defense.

- |          |       |
|----------|-------|
| 1 K—Kt5  | B—Kt8 |
| 2 K—R6   | K—Kt  |
| 3 R—R8ch | K—B2  |
| 4 R—R    | B—Q6  |
| 5 R—KKt  | ..... |

White aims to force the Black King onto the KB file, cross over with his own King to the KB file, and advance his Pawn to easy victory. The Black King may be permitted to get back to the KR file only when the Bishop is driven off the diagonal KR2-QKt8.

- |         |      |
|---------|------|
| 5 ..... | B—B7 |
| 6 P—KR4 | B—Q6 |
| 7 K—R5! | B—B7 |

If 7 ... B-K7ch; 8 K-Kt5, K-Kt2; 9 R-Kt3!! (this and the following moves prevent the Bishop from regaining the important diagonal KR2-QKt8), B-Q8; 10 R-QB3 followed by R-B7ch, together

with the advance of the Pawn to R7, and K-R6, wins. Or 7 ... K-B; 8 R-Kt5 (threatening K-Kt4), B-K7ch; 9 K-Kt6, K-Kt; 10 R-Q5, wins.

- |         |      |
|---------|------|
| 8 R—Kt3 | K—B3 |
|---------|------|

Not 8 ... B-K5; 9 K-Kt5, K-Kt2; 10 K-B4ch! or 8 ... B-B4; 9 R-KB3!

- |         |       |
|---------|-------|
| 9 R—Kt5 | ..... |
|---------|-------|

Again threatening K-Kt4.

- |         |        |
|---------|--------|
| 9 ..... | B—Q8ch |
| 10 K—R6 | K—B2   |

The threat was Rook attacks Bishop followed by the eventual R-KB file, driving the Black King towards the center.

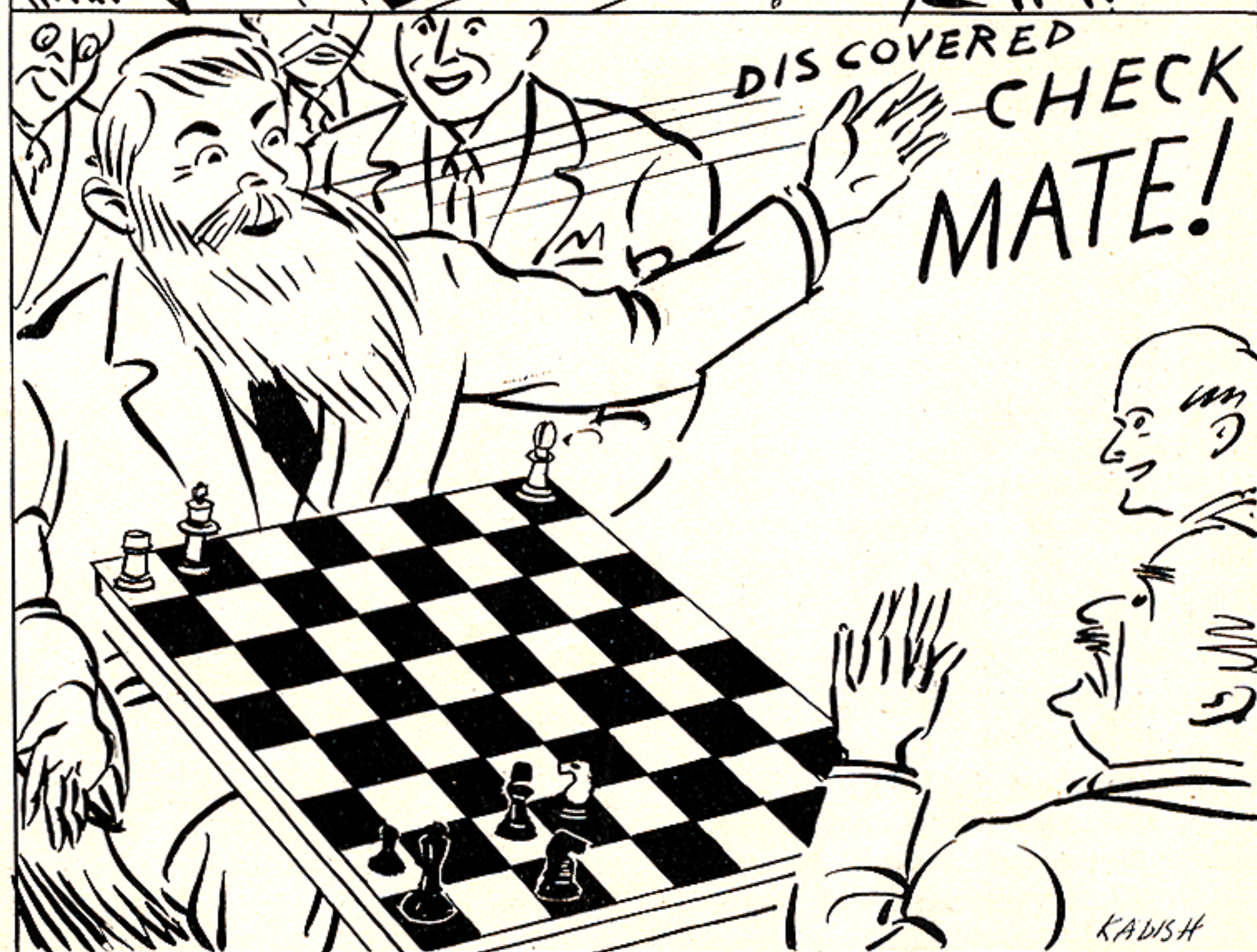
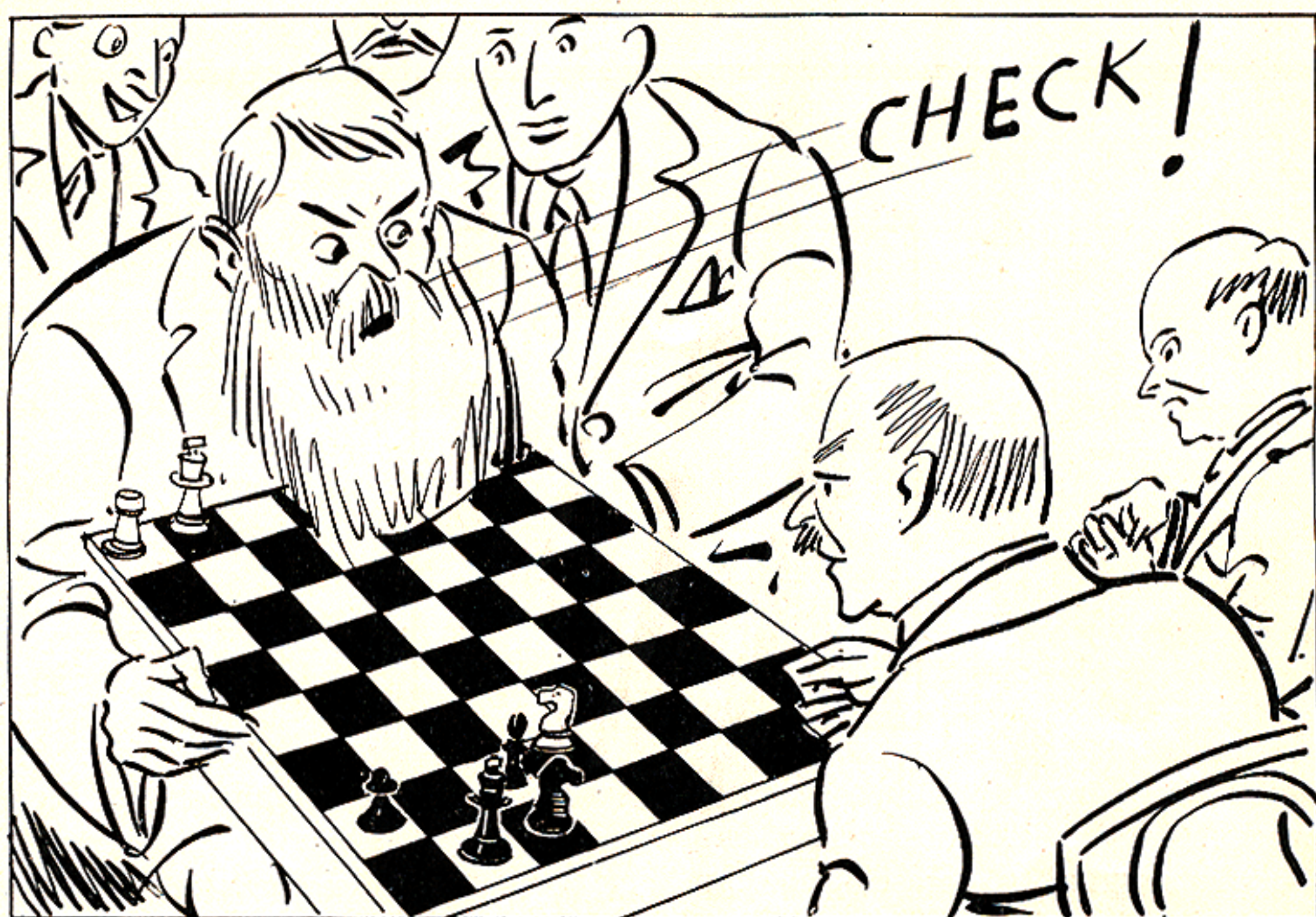
- |            |     |
|------------|-----|
| 11 R—Kt7ch | K—B |
| 12 K—Kt6   |     |

and wins.

It is interesting to note that in the original position, should the pawn be placed at KR5, the game would result in a draw.



**D I S C O V E R E D !**





# SOME PERSONAL OPINIONS

By Irving Chernev

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Irving Chernev, co-author with Fred Reinfeld, of the most recent addition to chess classics, "Chess Strategy and Tactics," is certainly establishing himself as the "Believe It or Not, Ripley" of chess. We wonder how many of our readers would be interested in the facts on which these opinions are based.

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THE most bizarre player that ever lived is Nimzovitch... The perfect game is Reti-Kostics, Teplitz, 1922... The most important game, Pillsbury-Tarrasch, Hastings, 1895... The greatest exponent of Queen endings is Maroczy... The most exhaustive—and exhausting—annotator is Tartakower... The laziest, Lasker and Teichmann... The most artistic Rook endings are found in Rubinstein's games... The most interesting matches were Alekhine-Bogoljubow, 1929, Tarrasch-Schlechter, 1911, and Capablanca-Euwe, 1931... The most interesting combinative game was Alekhine-Cohn, Stockholm, 1912... The best tournament was Carlsbad, 1911. The poorest, San Sebastián, 1911... The three best books on the game are Alekhine's "My Best Games of Chess," Nimzovitch's "My System," and modesty forbids my mentioning the third... The worst books are any of Franklin K. Young's treatises... The coolest player under fire is Kashdan... The hardest fighter was Lasker... The finest English player was Atkins... The perfect annotators are Alekhine, Marco, and Grunfeld... The game most interestingly annotated is Bernstein-Nimzovitch, St. Petersburg, 1914, by Marco in the Wiener Schachzeitung... The most unexpected move ever played was probably played in a game between Lewitzky-Marshall, Breslau, 1912... The most quiet finishing move was Black's 25th in the game played between Samisch-Nimzovitch, Copenhagen, 1923... The most brilliant

move was move No. 36 R-Q5, in the game between Alekhine and Tartakower, Vienna, 1922... Pillsbury was the first player to demonstrate the amazing strength of a Knight well-supported at K5... Grunfeld probably knows more about the openings than any other living player... Perhaps the most overrated player was Morphy... The most underrated player was Teichmann... Probably the poorest players of end-games, considering their remarkable combinative powers, were Labourdonnais and McDonnell... The most brilliant player that ever lived is undoubtedly Alekhine... He is also the greatest blind-fold player... The greatest simultaneous player is Capablanca... He is probably still the best rapid-transit player... Tchigorin was probably the greatest gambit player... The greatest "natural" player was Zukertort... He won the London Tournament of 1883 by a margin of  $4\frac{1}{2}$  points from his nearest competitor, who was merely Steinitz, champion of the world.

The perfect chess player would have these ten attributes:

- 1 The patience of Steinitz.
- 2 The accuracy of Capablanca.
- 3 The brilliancy of Alekhine.
- 4 The attacking skill of Spielmann.
- 5 The defensive genius of Maroczy.
- 6 The combinative skill of Anderssen.
- 7 The end-game technique of Lasker.
- 8 The "Will to win" of Bogoljubow.
- 9 The imagination of Reti.
- 10 The confidence of Tchigorin.



# THEORETICAL SURVEY

By Hans Kmoch

## Indian Defense

It ought to be well known that the Grünfeld variation of the King's Indian Defense 1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, P-Q4, has been practically smashed as a result of a match game between Lundin and Spielmann. The idea of the Grünfeld defense is to play P-Q4 just at the moment that White threatens to command the center by P-K4. That need not necessarily occur on the third move; for instance 3 Kt-KB3, B-Kt2 may precede, and if then 4 Kt-QB3, Black can counter with P-Q4.

In the game referred to, Lundin continued with 4 B-Kt5! This practically forces 4 ... Kt-K5. Then 5 KtxKt!, PxKt; 6 Q-Q2, followed by Castles QR, and White has a much superior game. It is remarkable to note that no one had hitherto hit upon the excellent idea of simply exchanging the Knights on the fifth move. Spielmann did not play the remainder of this game very well, and therefore this particular contest did not prove the value of the opening, but subsequent analysis showed clearly that White can maintain a marked advantage.

## Alekhine Defense

In a match game between Spielmann and Landaü at Rotterdam, April 1933, it was shown that Black, after the moves 1 P-K4, Kt-KB3; 2 Kt-QB3, P-Q4; 3 P-K5, KKt-Q2; 4 P-K6!, PxP; 5 P-Q4, has no continuation sufficient to equalize, even if he returns the gambit Pawn. Dr. Tartakower has demonstrated this in a copious analysis. It is, therefore, interesting to note that Spielmann has recently come to the conclusion that Black does not achieve equality by 3 ... P-Q5, as an alternative to 3 ... KKt-Q2. After 4

KKt-K2!, Kt-K5; 5 P-Q3, Kt-B4; 6 Kt-KB3, Kt-B3; 7 P-QKt4!, KtxKtP; 8 QKtxP, White certainly has the better game. If 7 ... Kt-K3; 8 B-Kt2, P-B3; 9 P-Kt5! (not 9 PxP, KPxP; 10 P-Kt5, B-Kt5ch!), KtxP; 10 QKtxP, with advantage. It follows that 2 ... P-Q4 is questionable. Black's best move is probably 2 ... P-K4, leading to the Vienna game, in which the second player has excellent prospects. Less clear than 2 ... P-K4 is 2 ... P-K3, after which might follow 3 P-K5, Kt-Q4; 4 KtxKt, PxKt; 5 Q-B3, P-QB3; 6 P-Q4, P-Q3; 7 Q-KKt3!, etc.

## San Remo Variation

Another new name. There is only a slight connection between the variation that I so designate and the tournament of San Remo. However, since this variation (or rather system) has as yet no name of its own, and since it was played several times at the tournament, it may be reasonable to adopt this name.

At present, we are concerned with the very popular system whereby White in the Orthodox Defense, plays PxP in order to fix the center so that he may later execute the advance P-QKt4 and Kt5. The variation in which White, after 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, Kt-KB3; 4 B-Kt5, QKt-Q2; 5 PxP, PxP, follows with the eventual Castles QR and works up a King's side attack (Alekhine), or 5 PxP, PxP, followed by Castles KR and later P-K4 (Marshall), is not under consideration here. As a basis for our examination, the brilliant game Bogoljubow-Ahues, San Remo, 1930, will serve admirably. The game with some moves transposed, commenced as follows: 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3,



Kt-KB3; 4 B-Kt5, QKt-Q2; 5 Kt-B3, P-B3; 6 PxP, KPxP; 7 P-K3, B-K2; 8 B-Q3, Kt-K5; 9 BxB, QxB; 10 Q-B2, P-KB4; 11 Castles, Castles; 12 QR-K1, R-B3; 13 P-KKt3, P-KKt4; 14 K-Kt2, R-R3; 15 Kt-KKt1, Q-B2; 16 P-B3, Q-R4! and Black obtained an irresistible attack, which he executed brilliantly.

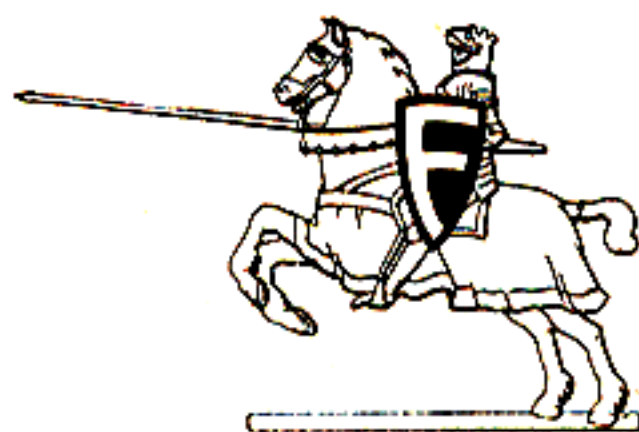
White, therefore, never arrived at a position to enable him to carry out his original idea. Where were the mistakes? He should not allow Black to gain the square K5, and to solidify his position with P-KB4. By that means Black obtained a favorable Stonewall position, and because of the exchange 6 PxP, KPxP, Black's center became secure and also rendered White's Kt-K5 impossible. White would have done better with 10 BxKt instead of Q-B2, but even that would not have been sufficient to continue with the basic idea of P-QKt4 and Kt5. The principal mistake was 8 B-Q3. Instead, 8 Q-B2 was in order, for then 8 ... Kt-K5 would lose a Pawn by the simple 9 KtxKt. After 8 ... Castles, would follow 9 B-Q3 and Castles, with the threat of P-QKt4, etc.

From the above game we have learned that in order to play the San Remo system successfully, it is necessary to make early preparations and bear in mind, the desired position. PxP should be played before QR-B1, because the QR in this system belongs on the QKt file, and therefore the previous QR-B1 serves no purpose. Further, the early playing of Black's Kt-K5 can, and should be, prevented, failing which the whole idea must be abandoned.

It is not my purpose with these suggestions, to recommend the San Remo System. It has, however, proved itself in practice, and very frequently meets with success. It has been effective lately by the elimination of the superfluous QR-B1, and ought, with exact handling, to offer even better chances.

## French Defense

The variation 1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 Kt-QB3, Kt-KB3; 4 B-Kt5, PxP; 5 BxKt has been frequently played in the last few years, yet it is hardly favorable for White, and surely should not be sought by him. In the continuation, 5 ... PxB; 6 KtxP, P-KB4; 7 Kt-QB3, B-Kt2; 8 Kt-B3, P-B4; 9 PxP, Q-R4; 10 Q-Q2, Castles; 11 Kt-QKt5, QxQch; 12 KtxQ?, Kt-R3; 13 P-B3, KtxP; 14 Kt-Kt3, KtxKt? (Dr. Alekhine-Dr. Tartakower, Vienna, 1922). White obtains chances on the Q side. However, should Black, instead of the last move, play 14 ... Kt-K5! White would have to play carefully to avoid a disadvantage. At any rate, White has the inferior development, and the opponent is in possession of two Bishops. Altho by no means a loss for White, Stahlberg's analysis of this position has shown that the fifth move is weak, and should not be played as readily as heretofore. It will be necessary, therefore, to find other methods of play against the Lasker and Rubinstein continuation of 4 ... PxP. Perhaps the apparently premature advance 3 P-K5, in light of this, may come into favor.



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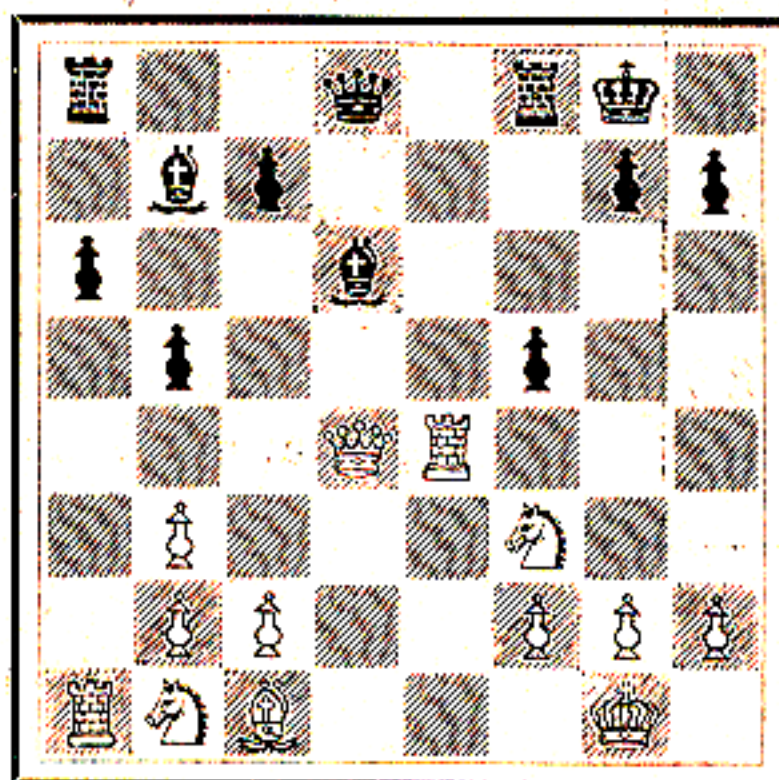


# MISTAKES OF THE MASTERS

by Lester W. Brand

PISTYAN, 1912

TEICHMANN



P. JOHNER

*White to play and win*

Black thinks: "As soon as that fellow moves his rook I'm going to play BxKt followed by BxPch, winning the queen, providing he insists on taking my bishop. I can't see how he's going to stop me from winning back that piece I sacrificed, no matter what he does."

White ruminates: "Aha! He wants to win my Queen, does he?"

1 B—Kt5 .....

Now if that son-of-a-gun moves Q-Q2, I'll sock him by playing R-K7. If he moves his Queen anywhere else I can safely move my rook."

It doesn't take Black long to get the point. After a few uneasy moments and some heavy thought he calmly plays.

1 ..... PxR

"Well, well!" jubilates White, grabbing off the Black queen, "if that fellow was as smart as he is game he'd be the world's champion by now."

2 BxQ .....

Black calmly played

2 ..... QRxB

and White discovered to his dismay that if he now tried to save his queen Black would play PxKt with a terrific attack.

"Guess I'll have to be content with a piece ahead," thought White as he moved

3 QKt—Q2 .....

The game continued:

3	.....	BxPch
4	KxB	RxQ
5	KtxR,	R—Q
6	P—QB3	P—B4
7	KtxKP	BxKt
8	Kt—K6	R—QB
9	RxP	B—Q4
10	K—Kt3	BxQKtP

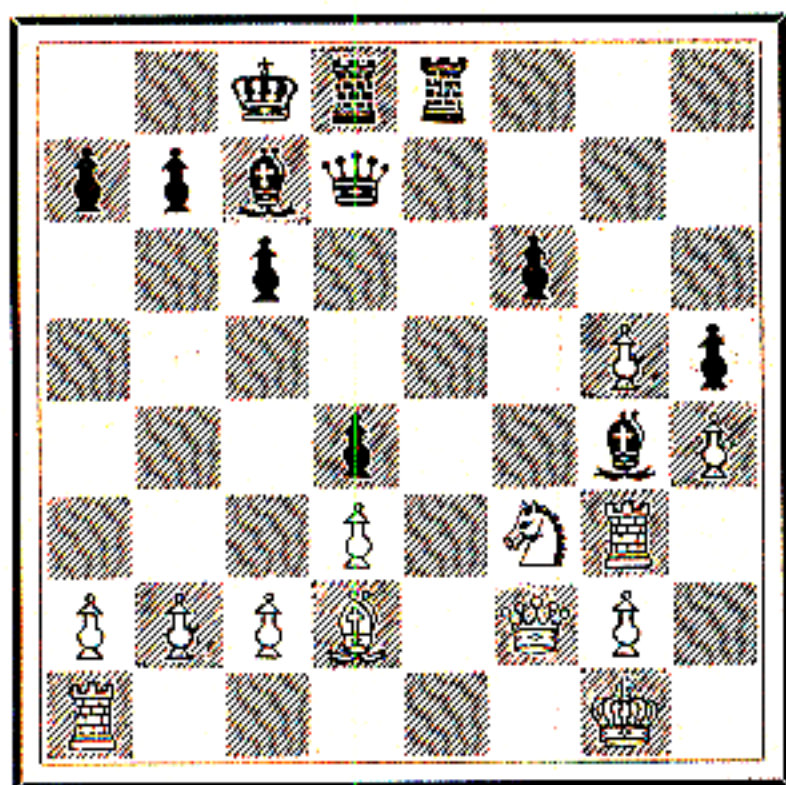
the game was eventually drawn.

Black's first idea, however, that White could not move his rook in the diagram position without losing a piece was slightly erroneous. White should have played 1 R-K6! for if now BxKt then 2 RxKB! In this case White would have a winning material advantage.



## NUREMBURG, 1905

TARRASCH



MARSHALL

*Black to play and win*

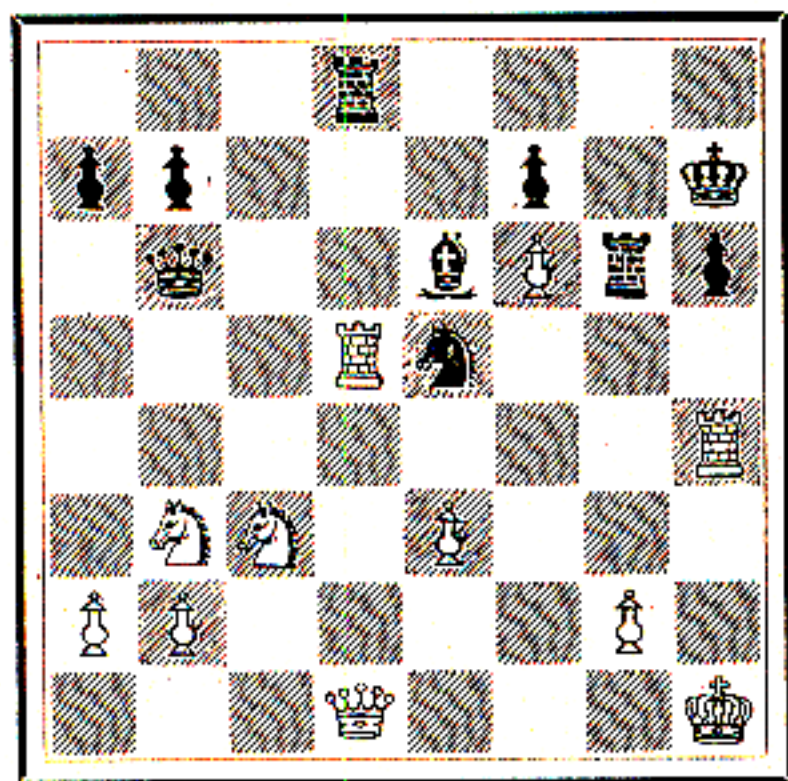
Another game in the Tarrasch-Marshall match.

Tarrasch hastily played BxR. Marshall played so well thereafter that in the end game the German had to fight to get a draw.

The win: 1 ... Q-Q3; 2 K.R2, BxKt; 3 QxB (if PxP then QxR and R-K7ch), PxP; 4 BxP, R-B; 5 BxR, KxB! White is helpless.

## NUREMBURG, 1905

TARRASCH



MARSHALL

*Black to play and win*

1 ...

BxR?

Better was QxKP as the terrible threat of Q-Kt6 followed by Kt-Kt5 cannot be prevented without great material loss.

2 KtxB

RxKt?

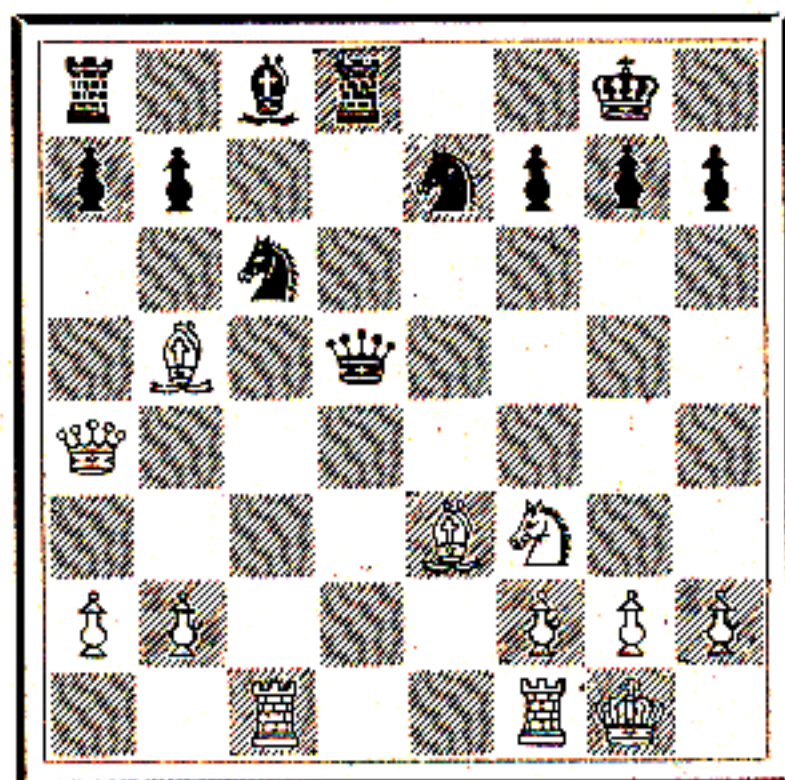
Now Q-K3 would have won. If 3 R-Q4, RxKt; 4 RxR, Kt-Kt5 or if 3 P-K4, Kt-Kt5. White must now sacrifice the exchange as Q-K2 or B3 are refuted by RxKt.

As played the game was drawn by perpetual check six moves later.

\* \* \*

## BRESLAU, 1889

TARRASCH



BURN

*White to play and win*

Burn played R-B5?, resigning on his 65th move.

He missed the following unusual and brilliant opportunity:

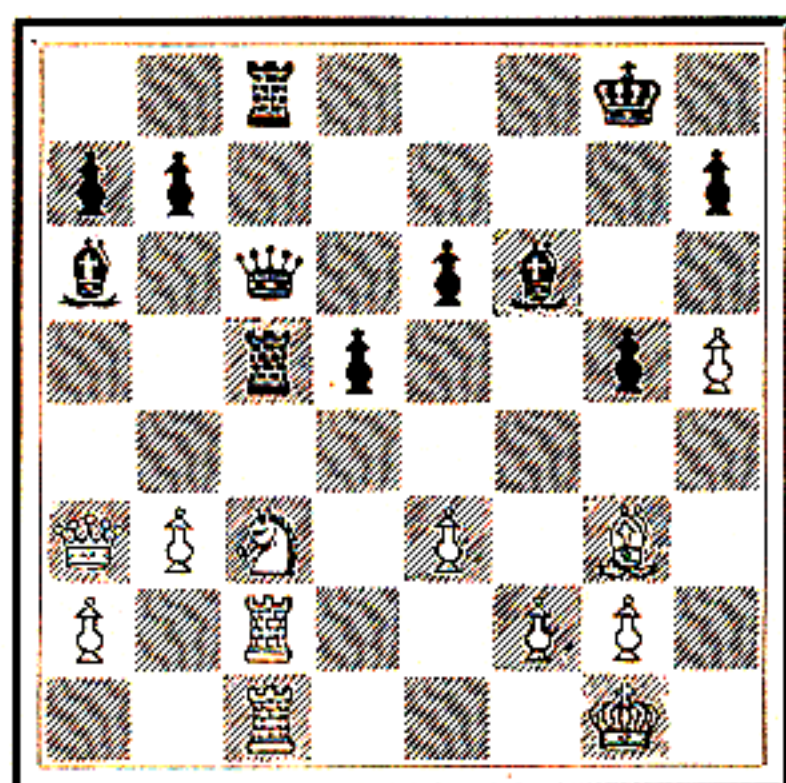
1 KR-Q, Q-K3 (or 1 ... Q-B4; 2 BxKt, RxRch; 3 RxR, KtxB; 4 R-Q8ch, KtxR, and 5 Q-K8 mate); 2 BxKt, KtxB; 3 QxKt!! White remains a piece ahead.





## CABLE MATCH, 1903

ATKINS



MARSHALL

This position recently appeared in the Christian Science Monitor under the caption "White to play and win." The editor could hardly be blamed as the position appears in various sources, including Mises, Schachmeisterpartien, Vol. III, without any indication being given that Marshall's combination was not a winning but a drawing one.

The game: 1 KtxQP!, RxR; 2 RxR, QxR; 3 KtxBch, K-B2 (or K-R, Q-K7); 4 Q-Q6, KxKt; 5 B-K5ch, K-B4; 6 P-B3. Resigns. If 5 ... K-B2; 6 Q-Q7, K-B; 7 B-Q6ch, K-Kt; 8 QxKPch, etc. Looks as if Black is a dead bird.

Black's fourth move, however, seems to be a bad mistake. Instead of 4 ... KxKt he can draw with 4 ... Q-B8ch; 5 K-R2, Q-B4; 6 Kt-K4, Q-Q; 7 KtxKtPch, QxKt; 8 Q-Q7ch, K-B3; 9 QxR, QxPch. Drawn.

To be sure White can play 6 KtxRP instead of 6 Kt-K4 but after QxQ; 7 BxQ, R-KKt! Black has good chances, although the game seems a draw with best play on both sides. After 8 B-K5 (best) Black replies with P-Kt5, 9 K-Kt3, B-Q6; 10 Kt-B6, R-Kt4; 11 B-Kt2, B-K7.

This is the first time, as far as we know, that Marshall's right to win this game has been questioned.

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# THRILLS OF CHESS HISTORY

By Irving Chernev

THE chess world has always looked forward with great interest and excitement to encounters between its Grand Masters, especially so when the circumstances were such that one or perhaps both of the players had to win the game at any cost. It was with a genuine thrill that the public learned that Dr. Lasker and Capablanca were to meet in tournament play. Both had hosts of admirers, each confident that their idol was invincible. To appreciate the importance of such a meeting between two such giants one must review their past accomplishments.

The year is 1914, and Dr. Lasker had been World's Champion twenty years. He had beaten Steinitz for the title in 1894 and had defended it against Steinitz in a return match in 1897, and had repulsed the efforts of Marshall, Janowsky, Tarrasch and Schlechter, all losing except Schlechter who had the enviable distinction of drawing a ten game match. Aside from his great strength as a match player, the Doctor was equally to be feared as a tournament player.

Comparatively, Capablanca's accomplishments were few. These feats, however were gigantic in character. In 1909, he had challenged the formidable master, Frank J. Marshall to a match and had beaten him by a one-sided score. Two years later at San Sebastián, in his first tournament against the great players of Europe, he took first prize from a powerful field including Rubinstein, Schlechter, Nimzovitch, Tarrasch, Marshall, Vidmar, Spielmann, Teichmann, etc.

At the historic city of St. Petersburg (as it was then called) in 1914, these two met for the first time in serious combat,

in the fifth round. Both played cautiously as neither cared to risk losing and perhaps not qualifying for the finals. The result was a draw. Again they met in the finals in the thirteenth round and again the result was a draw. They faced each other for the third time, in the eighteenth round, and this time it was all-important for Lasker to win if he wanted to obtain first prize. There were only three rounds to go and their scores were equal, but Capablanca had already had his bye. Honor demanded that he win this game if only to show the world that he could beat this young upstart.

The score of this memorable and remarkable game follows:

St. Petersburg, 1914

E. Lasker      J. R. Capablanca

White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 BxKt	QPxB
5 P—Q4	PxP
6 QxP	QxQ
7 KtxQ	B—Q3
8 Kt—QB3	Kt—K2
9 O—O	O—O
10 P—B4	R—K
11 Kt—Kt3	P—B3
12 P—B5	.....

This move requires great position judgment. While it restrains the free deployment of the Black Knight and Queen Bishop and creates an outpost for a piece at K6 it gives up the square K5 and renders the King Pawn backward and weak.

12.....	P—QKt3
13 B—B4	B—Kt2
14 BxB	PxB



Perhaps this undoubling of his pawns was unexpected by Capablanca, or the following maneuver under-estimated.

15 Kt—Q4                      QR—Q

The last chance. The Kt should never be allowed to enter at K6. Black must play B-Bsq.

16 Kt—K6	R—Q2
17 QR—Q	Kt—B
18 R—B2	P—QKt4
19 R(B2)—Q2	R(Q2)—K2
20 P—QKt4	K—B2
21 P—QR3	B—R
22 K—B2	R—R2
23 P—Kt4	P—R3
24 R—Q3	P—QR4
25 P—KR4	PxP
26 PxP	R(R2)—K2
27 K—B3	R—Kt
28 K—B4	P—Kt3
29 R—Kt3	P—Kt4ch
30 K—B3	Kt—Kt3

31 PxP	RPxP
32 R—R3	R—Q2
33 K—Kt3	K—K
34 R(Q)—KR	B—Kt2
35 P—K5!	QPxP
36 Kt—K4	Kt—Q4
37 Kt(K6)—B5	B—B

Of course, if the Rook moves, then 38 KtxB, RxKt; 39 Kt-Q6ch wins.

38 KtxR	BxKt
39 R—R7	R—B
40 R—QR	K—Q
41 R—R8ch	B—B
42 Kt—B5	Resigns.

As there are three powerful threats 43 R-Q7ch, or 43 Kt-K6ch or 43 Kt-Kt7ch to be met. If 42 ... Kt-Kt3, simply 43 R-Kt8 wins.

It is safe to say that never before or since this game has anyone ever out-played Capablanca in such fashion.

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# HISTORICAL SIDELIGHTS OF AMERICAN CHAMPIONS

by I. Kashdan

---

THE most romantic chess knight of all time, our own Paul Morphy, was never the American Chess Champion—merely because there was no such title at the time. After his marvelously triumphant, gallant and all-too-short career, there was no question of his supremacy. When he retired, he offered the odds of Pawn and Move to anyone in the world, and could find no takers! But never having been the Champion, Morphy does not concern us here, and thus we must rule out on a technicality probably the greatest chess genius this country has ever produced.

As nearly as we can determine by poring through the records, the first recognized American Chess Champion was Solomon Lipschuetz, by virtue of his victory in the Sixth American Chess Congress in 1889. The organizers of this event had announced that the winner could bear the title, and had made every effort to include the strongest players in the country in the entry list. Once won, the title was to be defended in match play, the Champion agreeing to accept all reasonable challenges at proper intervals.

Pursuant to this, J. W. Showalter won the title by beating Lipschuetz. A further series of matches helped to maintain interest, and establish the Championship as a definite honor and asset to the holder.

In 1897, Showalter lost the title to Harry Nelson Pillsbury, who had already started his sensational career, with a grand triumph at Hastings in 1895, and further

experience in the St. Petersburg quadrangular tournament of 1896. They played two matches, Pillsbury winning the first by 10 to 8 and the second, much more decisively by 7-3. Coupled with further tournament successes, Pillsbury's position in American chess became so outstanding that it would have been temerity for anyone else to seek a match with him. The result was that until his early and unfortunate death in 1906, he was never challenged for the title.

After this tragic demise, the question arose as to how to fill the vacancy in the American Championship. The natural thought was to hold a tournament among the best players. Outstanding among them was our present title-holder, Frank J. Marshall, who had recently gained a splendid victory in the Cambridge Springs Tournament. However, there were enough other contestants so that the matter could fairly be settled by some round-robin play. The Western Chess Association and the Brooklyn Chess Club both circulated appeals to chess players and clubs to formulate rules for the championship contests, and also to raise a reasonable prize for the initial tournament.

A hitch arose, however, in the absence of Marshall, who was scoring another major success in Nuremberg, and soon challenged Dr. Lasker for the World's Championship. This put all discussion of the American title in the background, and little was heard of it for a while. It was



taken for granted that Marshall was the outstanding American representative in the chess arena, and he was, indeed, often referred to as the American Champion. But there were technical obstacles to this assumption, which led to considerable debate in 1909.

The year before, Marshall had played a match with J. R. Capablanca, who was just coming forward in the chess world. The latter won by the decisive score of 8-1. He immediately claimed the American Championship. To this, Marshall countered that Capablanca was not an American citizen and could have no right to the title, and further asserted that he (Marshall) was "still the National Champion."

At this point, Walter Penn Shipley, President of the Franklin Chess Club, took up the discussion. Mr. Shipley was exceptionally qualified to speak on this subject. He was one of the strongest American players, knew intimately every American master, and his long connection in the chess journalistic field had made him thoroughly familiar with every aspect of American chess. This, by the way, is equally true to-day, as Mr. Shipley still edits a chess column in the Philadelphia "Enquirer" and has never lost a particle of his interest in the game. We quote from articles appearing in his columns:

"If there is any Chess Champion of the United States, Jackson W. Showalter of Kentucky is the holder of the title. Since he won it he has never declined any challenge, and until he does so, neither Marshall, Capablanca, nor any other player has a valid claim to the title. It is self-evident that no one who is not either a native or naturalized citizen of the United States can be considered."

"It may be said that this is merely a technicality, that Marshall was generally recognized as the strongest player in America, and that Capablanca having defeated

him is virtually Champion. The trouble with this view is that championships are technicalities and cannot be decided 'virtually.' Marshall was never the technical champion, and therefore Capablanca cannot become champion by beating him."

"Lipschutez, as victor in the Sixth American Chess Congress, was recognized as the champion, as it was agreed beforehand that the winner should be champion and accept challenges as such. Showalter challenged Lipschuetz and beat him. Hodges then challenged Showalter and won. Showalter subsequently challenged his conqueror to another match, but Hodges let the title go by default."

"Pillsbury then challenged Showalter and won. Pillsbury was the champion of the United States at the time of his death, and the title must have reverted to Showalter if there is any champion now. If there is no champion, it would seem that the title could be decided only by a congress or general tournament. It obviously cannot be decided by any two players agreeing between themselves to play for something neither one of them possesses."

The upshot of the debate was that Marshall sought out Showalter, who had more or less retired from the chess arena, and was living quietly in Lexington, Ky., and challenged him for the title. The match was arranged after some negotiation, and took place late in 1909. The terms were for the best score in fifteen games, and for stakes of \$500 a side. Marshall won by 7-2 and 3 draws. He has held the title ever since, with no further cloud marring his enjoyment of the championship laurels. It is worthy of note that the arrangement concerning the stakes was considered normal, having prevailed in a number of previous matches. It was taken for granted that the champion must obtain exactly the same backing as the challenger, failing which the former was bound to relinquish the title. This



led to no practical difficulty, as the champion would hardly lack for backers, and a worthy challenger was bound to attract sufficient converts to his support.

Since 1919 only one match has taken place for the championship, against Edward Lasker in 1923. After a stirring contest which reflected great credit on both parties, Marshall won by the close margin of 5 to 4. Conditions had changed materially since the Showalter encounter, a purse of \$5,000 being required in place of the modest stakes of the earlier days.

Marshall has been by no means idle in all these years. He has splendidly upheld our chess prestige, participating in practically every important tournament. Still the fact remains that as far as active interest in championship competition is concerned, it has been a dull stretch. It would be difficult to explain this. Perhaps there was a lack of worthy contenders for the honor. Perhaps the present terms, based on the precedent of the Mar-

shall-Lasker match, were too difficult for prospective challengers to meet. We hope all this is at an end. At the present time America has a number of young masters, who are sure to create stimulating competition for years to come. As to the conditions, several suggestions have been made which are worth careful consideration. An important one is to have the championship decided by a tournament each year, instead of match play. This is the plan followed, and successfully, in England, France, Germany, Russia, and most other foreign countries. In my opinion a match is a better test between two players, but a tournament is more easily arranged, and could be made a yearly event much more readily than a match. This question I believe should be settled by the chess public. It is the chess lover, after all, who supports the championship contests, and it is his opinion, properly expressed, that should prevail.



## BOOK REVIEW

### CHESS STRATEGY AND TACTICS

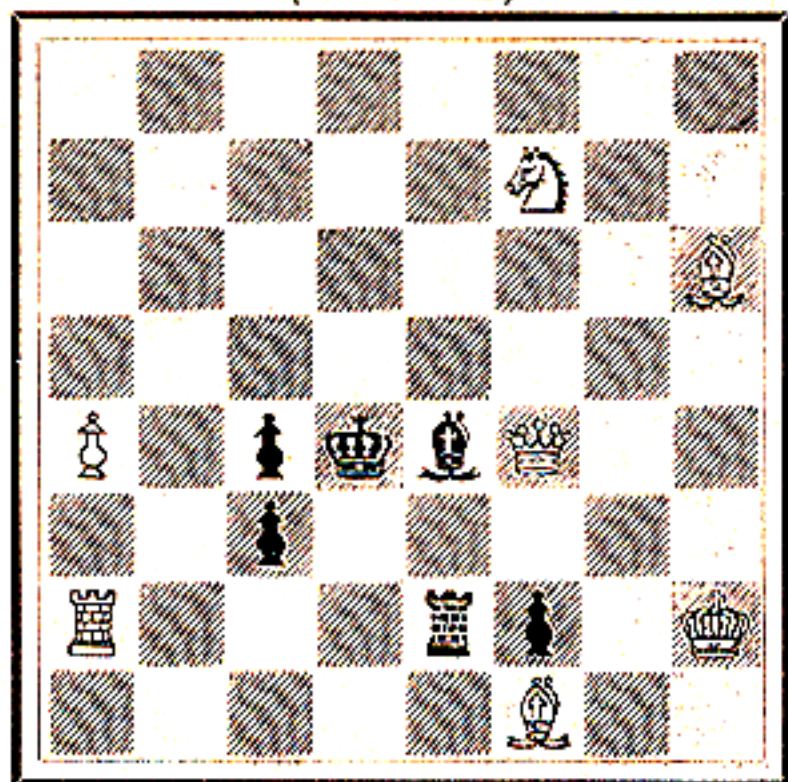
by F. Reinfeld and I. Chernev

The above is the title of a new work on chess by two of our contributing editors. These two have combined their talents to advantage in producing this volume of master games excellently selected and well annotated. In addition to illustrating the styles of the leading masters past and present, the book is notable for its compilation of the various themes occurring in master-play. These themes are expounded admirably and elucidated carefully with a minimum of pedagogic dog-

maticism. To the serious student it will prove an indispensable manual, to the amateur a revelation of chessic ideas and to the expert a treasure trove of chess gems. Even the dilettante may enjoy it, as it abounds in subtle "digs" at the great and the near-great. The novelty of having the notes in lighter type than the games, for easier reference, is to be commended. The book meets a long felt want and merits a place on every book shelf.

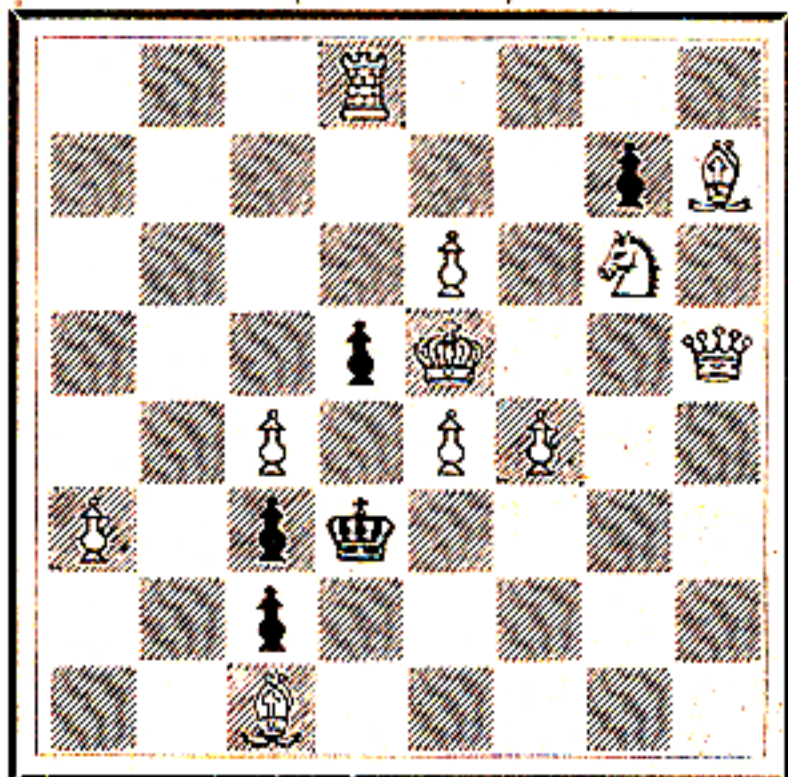


No. 97  
S. J. BENJAMIN  
New York, N. Y.  
(ORIGINAL)



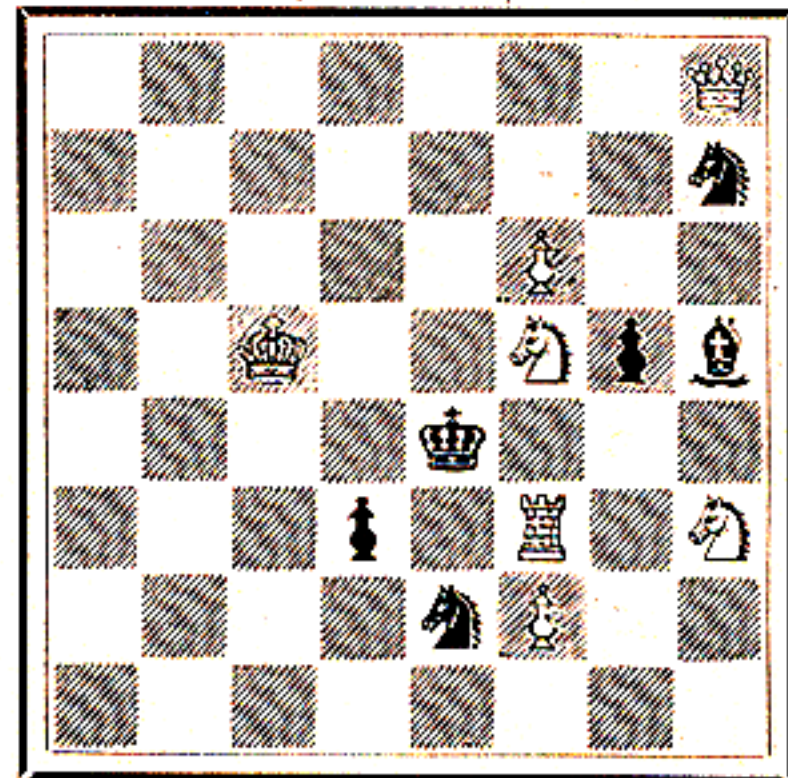
White mates in two moves

No. 98  
E. BOSWELL  
LANCASTER, ENGLAND  
(ORIGINAL)



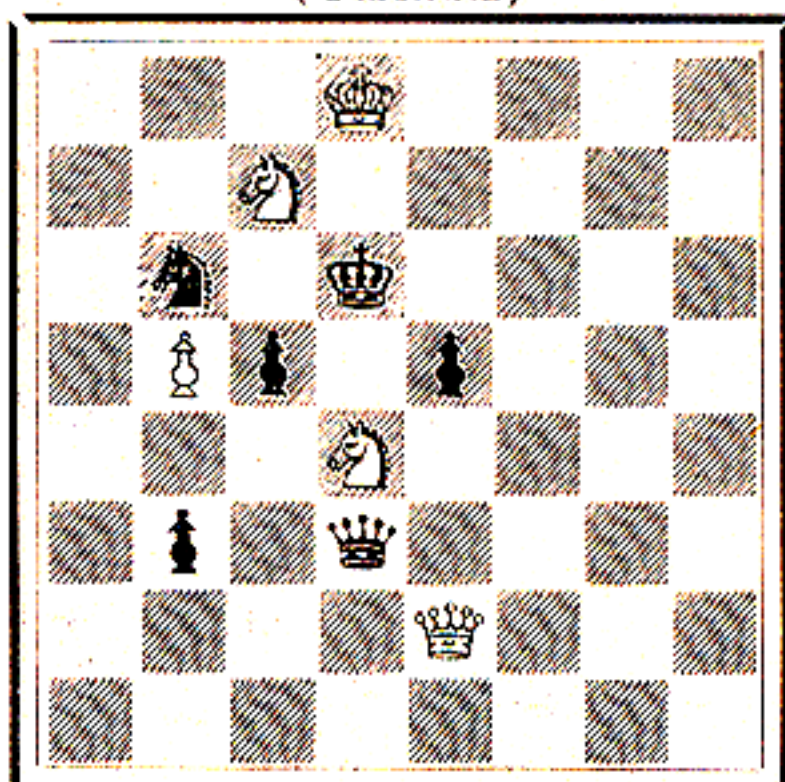
White mates in two moves

No. 99  
KONRAD ERLIN  
VIENNA, AUSTRIA  
(ORIGINAL)



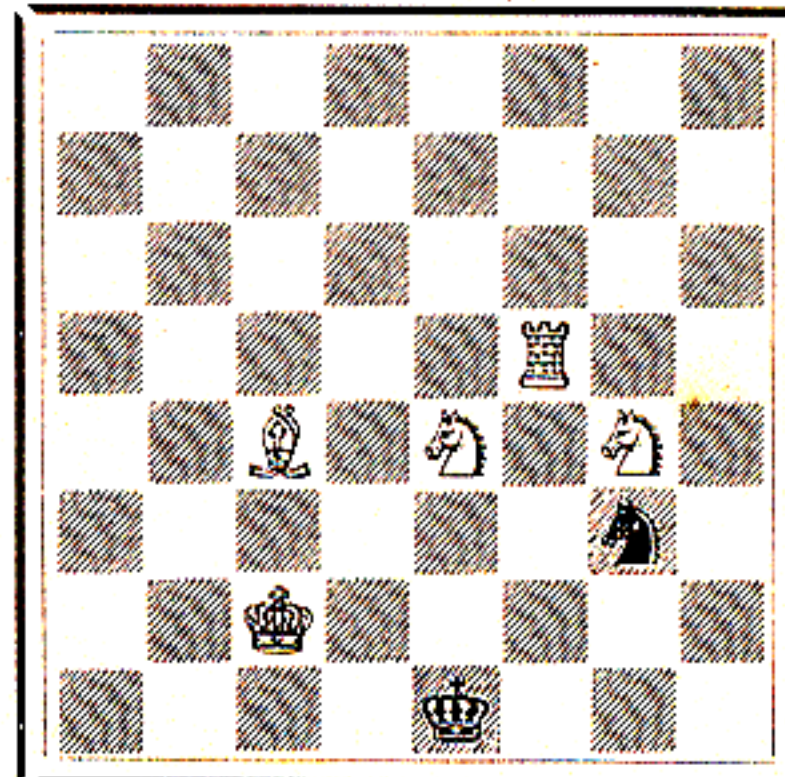
White mates in two moves

No. 100  
F. A. HILL  
WHITE BEAR LAKE, MINN.  
(ORIGINAL)



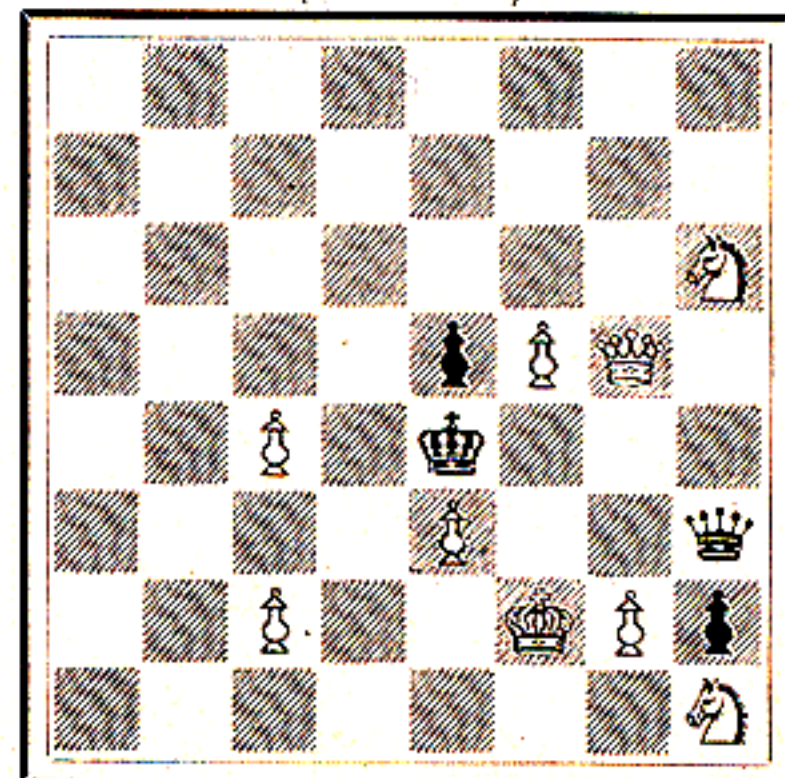
White mates in two moves

No. 101  
A. N. LEBEDEFF  
LENINGRAD, U.S.S.R.  
(ORIGINAL)



White mates in two moves

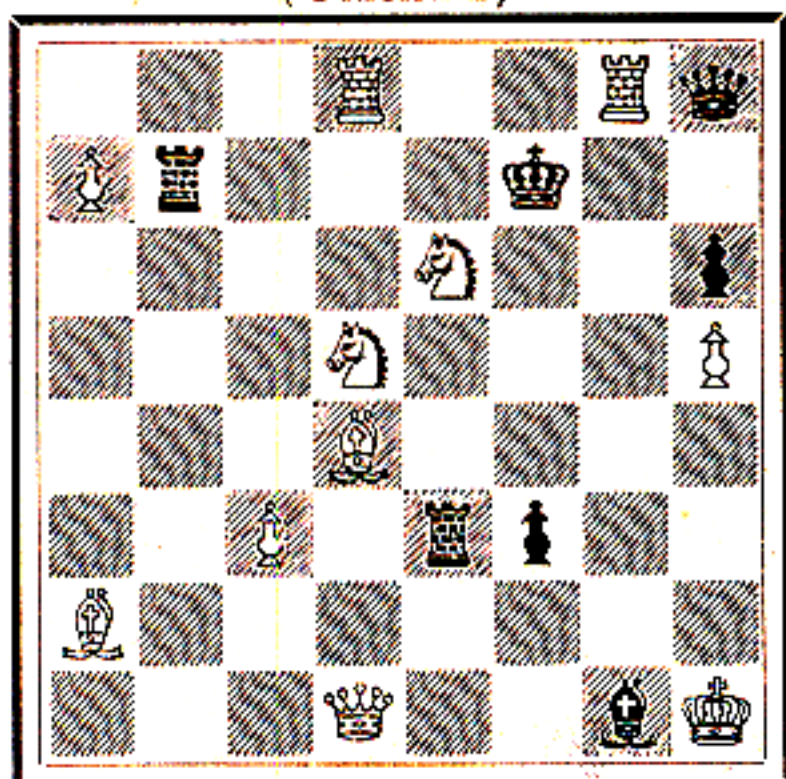
No. 102  
CHAS. C. WENZL  
IRVINGTON, N. J.  
(ORIGINAL)



White mates in two moves

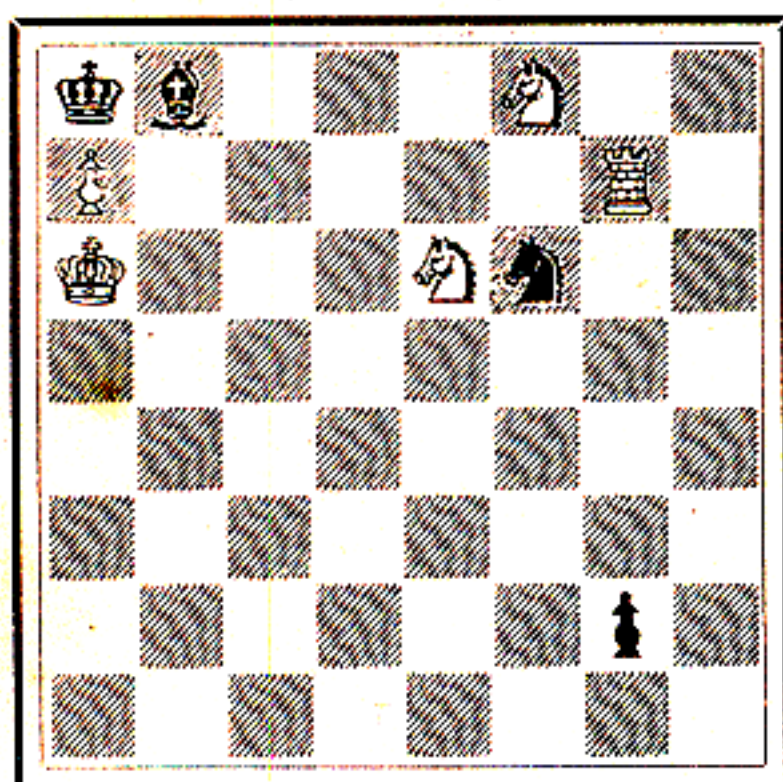


No. 103  
H. BURKE  
ALGOMA, WIS.  
(ORIGINAL)



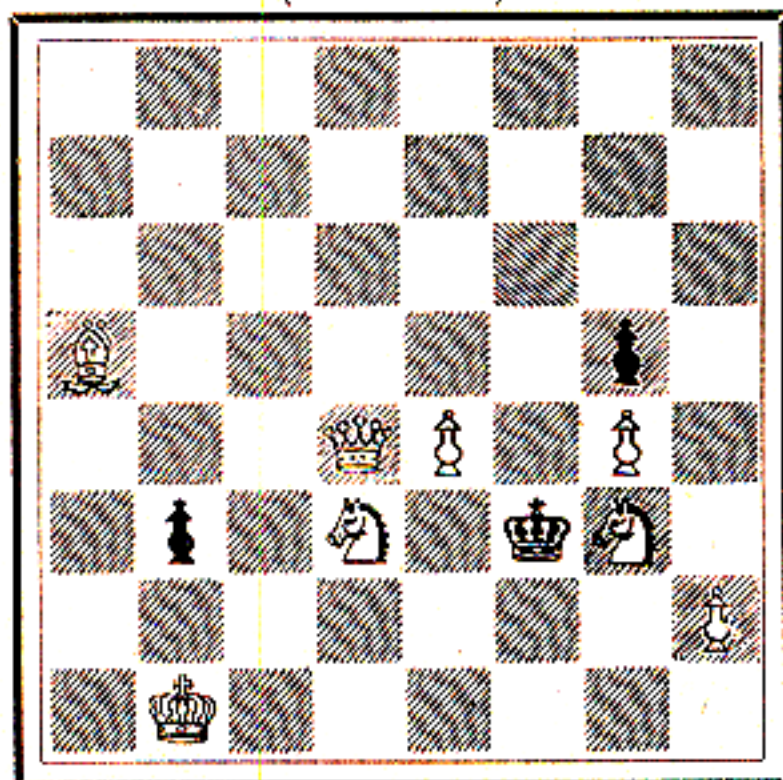
White mates in three moves

No. 104  
R. CHENEY  
ROCHESTER, N. Y.  
(ORIGINAL)



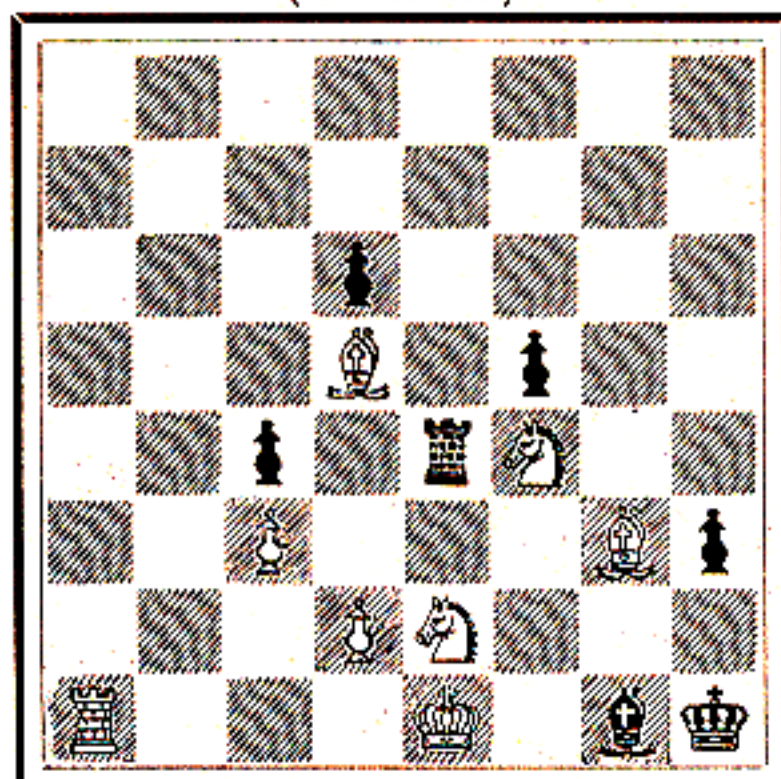
White mates in three moves

No. 105  
DR. GILBERT DOBBS  
CARROLLTON, GA.  
(ORIGINAL)



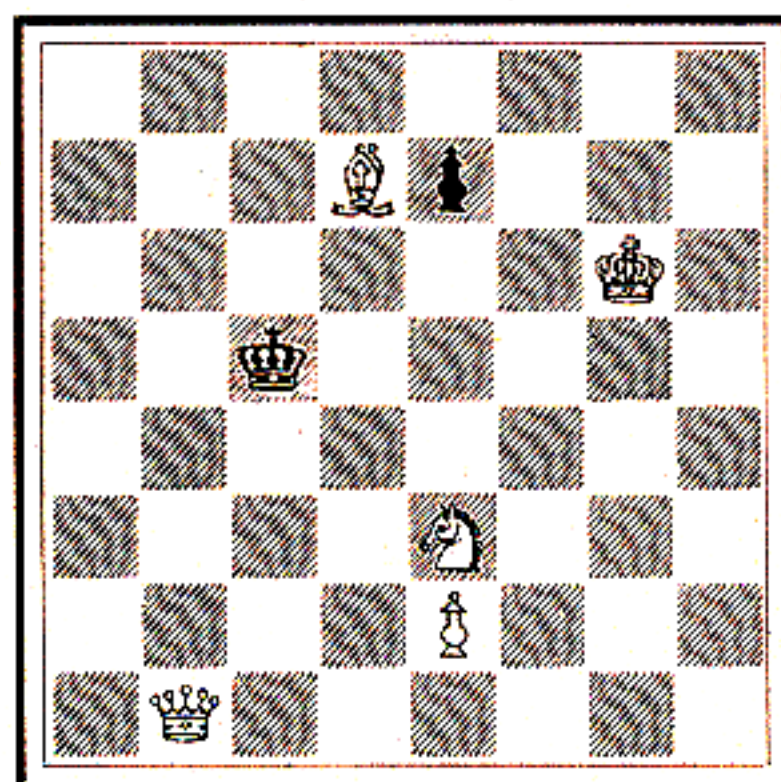
White mates in three moves

No. 106  
VINCENT L. EATON  
BOSTON, MASS.  
(ORIGINAL)



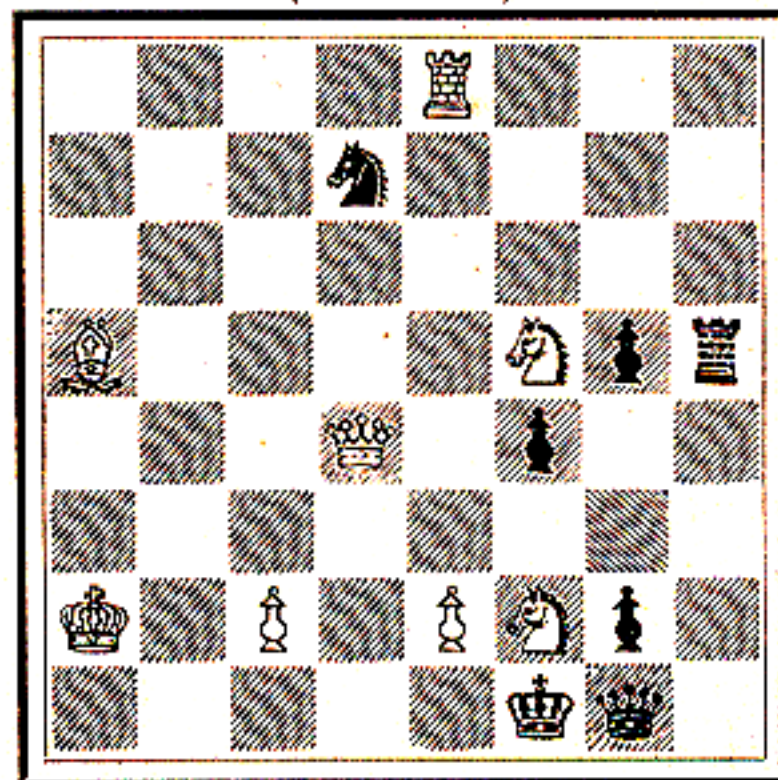
White mates in three moves

No. 107  
EDWARD HAENDIGES  
BUFFALO, N. Y.  
(ORIGINAL)



White mates in three moves

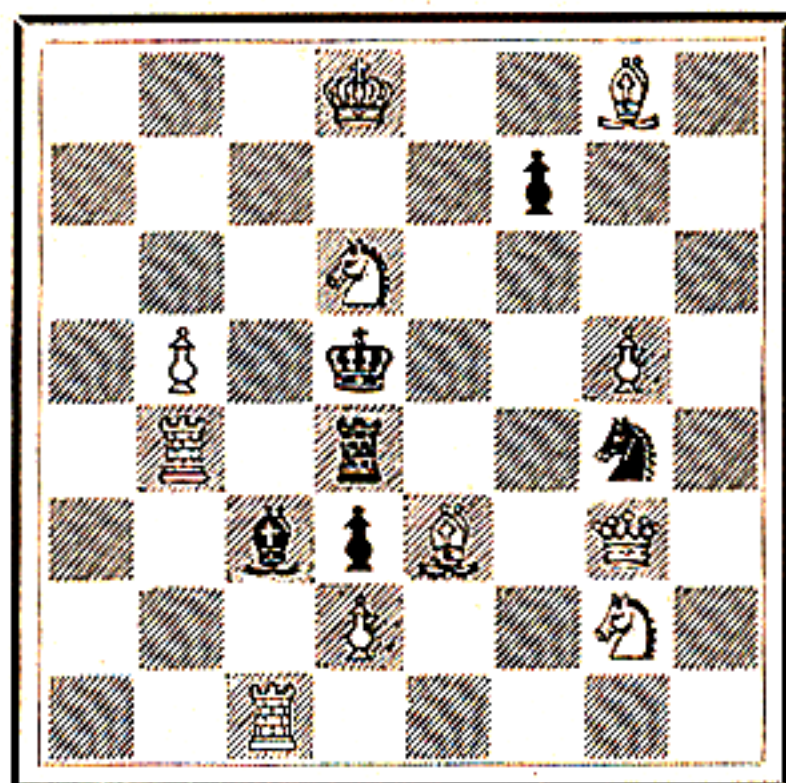
No. 108  
W. JACOBS  
NEW YORK, N. Y.  
(ORIGINAL)



White mates in three moves

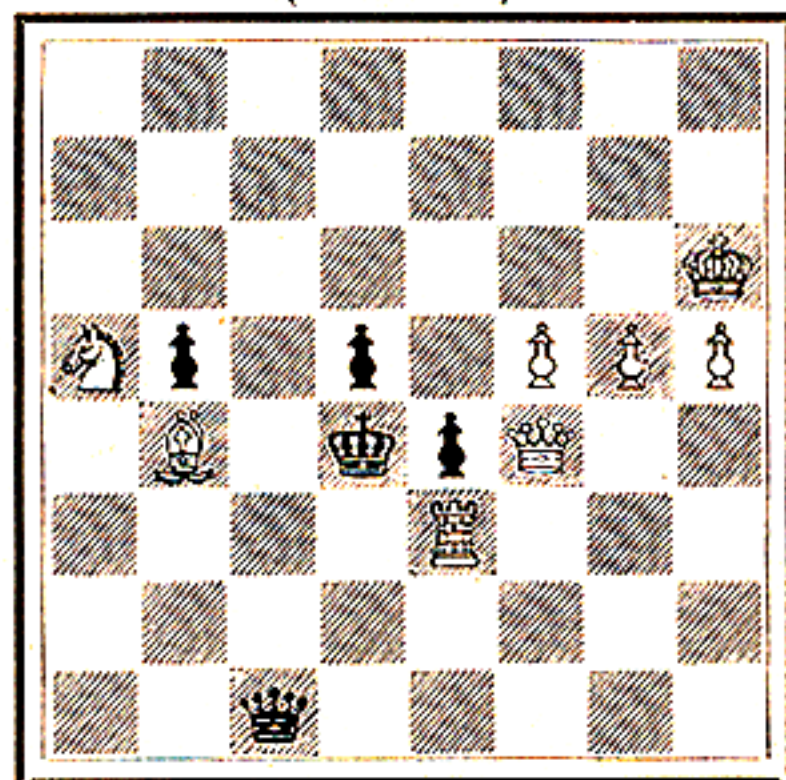


No. 109  
HUGO LEGLER  
OAKLAND, CALIFORNIA  
(ORIGINAL)



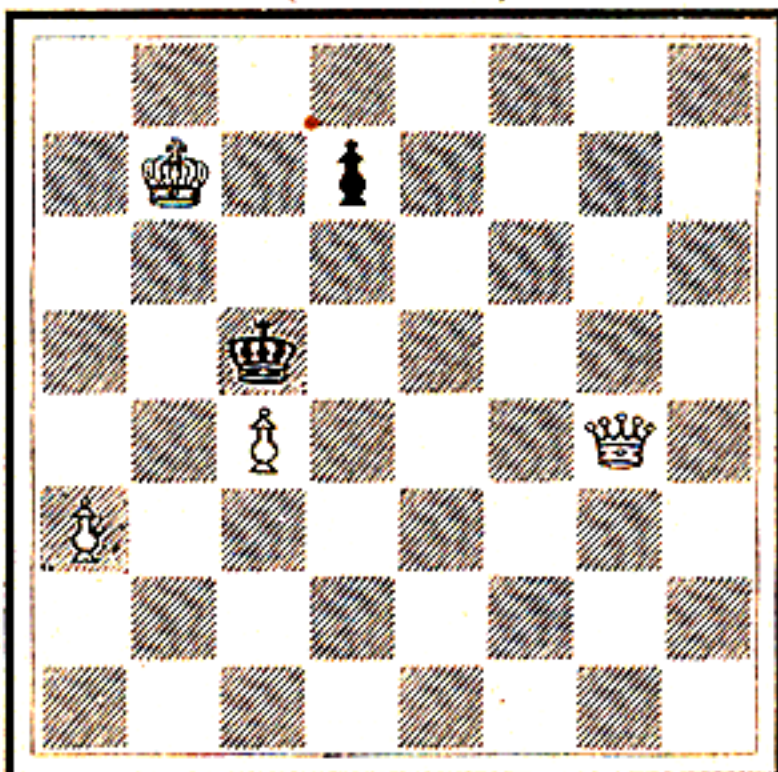
White mates in two moves

No. 110  
H. C. MOWRY  
MALDEN, MASS.  
(ORIGINAL)



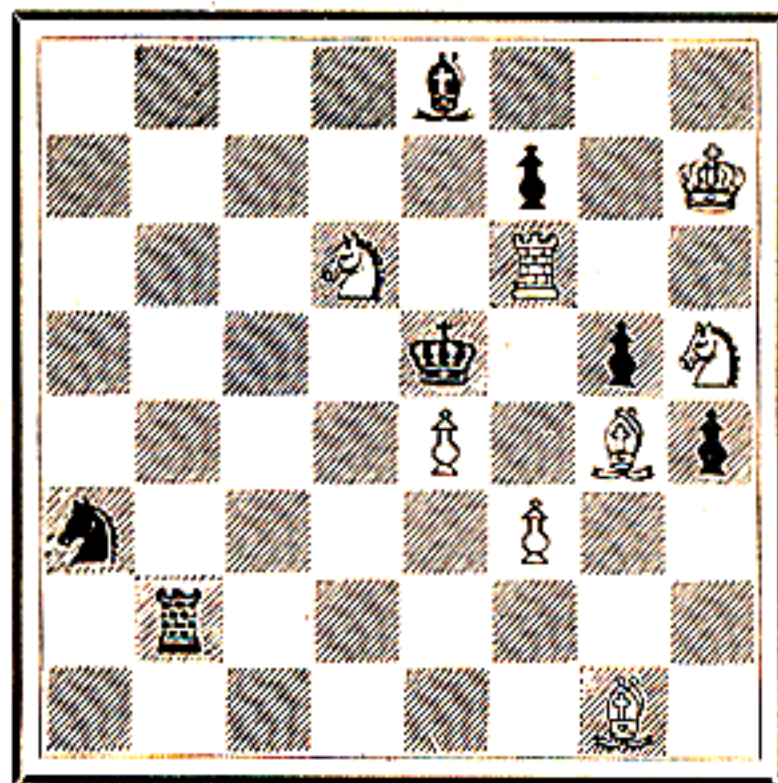
White mates in three moves

No. 111  
A. C. SIMONSON  
NEW YORK, N. Y.  
(ORIGINAL)



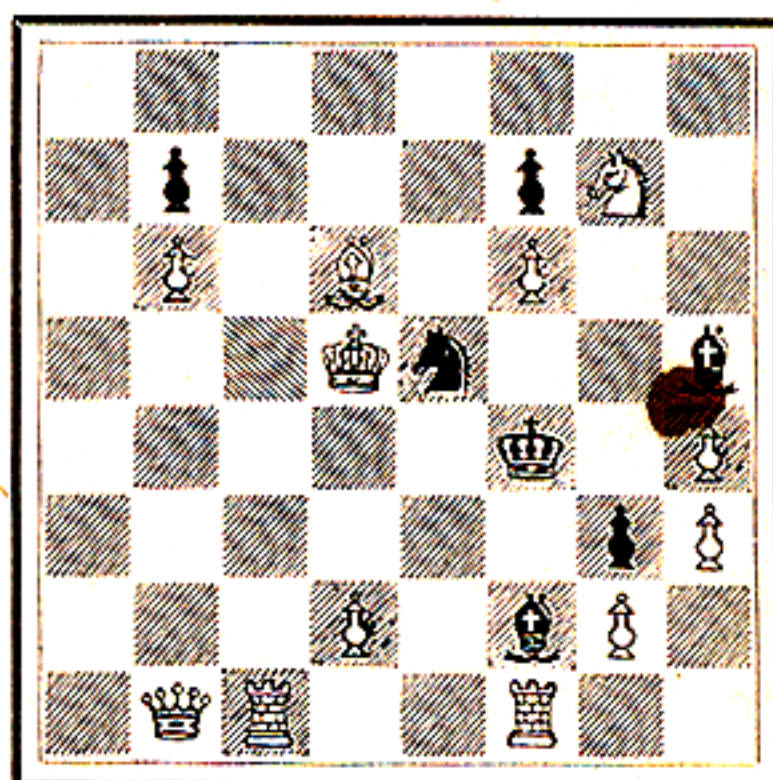
White mates in three moves

No. 112  
J. FISCHL  
ERFURT, GERMANY  
(ORIGINAL)



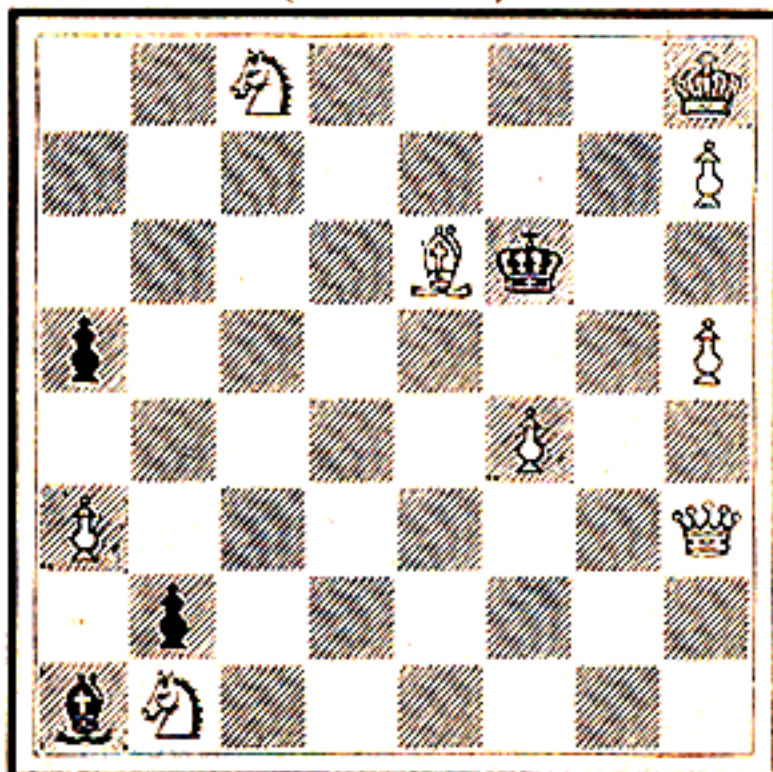
White mates in four moves

No. 113  
R. SVOBODA  
PRAGUE, CZECHOSLOVAKIA  
(ORIGINAL)



Self-mate in two moves

No. 114  
DR. G. ERDOS  
VIENNA, AUSTRIA  
(ORIGINAL)



Self-mate in four moves



# PROBLEM REVIEW

By Otto Wurzburg

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*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

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## Our Problems this Month

No. 97. A loyal solver is trying his hand at composition. Welcome.

101. Introducing this famous composer to our solvers.

102. Mr. Wenzl makes his bow.

106. An unusual complete black position with unexpected developments.

109. Suggested by our problem 33 March issue by S. Boras.

110. The first offering to our solvers from a coming composer from the Bay State.

112-13-14. A trio of sel-mates from the Continent.

## Solutions

We are in receipt of solutions minus the name of the solver. The return address on the envelope is given as 67 Hawthorne St., Brooklyn, N. Y. Will the solver kindly send in his name so that proper credit may be awarded.

No. 73. E. Boswell. 1 Kt—Kt4.

Fine play produced by the double Grunshaw.—N. Malzberg. The self-block theme well illustrated.—S. J. Benjamin. Very pretty interference.—F. Vail. One of the best Grunshaws I have seen. The composer is a master.—D. C. McClelland.

No. 74. M. Charosh. 1 Q—B7.

Spectacular but easy.—N. Malzberg. Pleasing key and play.—S. J. Benjamin. Clever.—E. A. Nash. A beauty with a clever Queen sacrifice.—F. Vail. Rather neat for a newcomer. There are several interesting features to take this out of the ordinary block class.—D. C. McClelland.

No. 75. A. J. Fink. 1 QxP.

The idea expressed is well shown.—S. J. Benjamin. Not easy. Pretty continuations.—S. J. Benjamin. This is the best of this theme I have seen. Many close tries.—F. Vail. I like this very much.

—D. Morris. Remarkable in conception and execution.—D. C. McClelland.

No. 76. N. Gabor. 1 R—Q5.

Very neat.—W. Van Winkle. Nice play although obvious key.—S. J. Benjamin. Very well executed.—S. J. Benjamin. Obvious key piece, but the right spot is not so obvious.—F. Vail. Extremely pretty, especially the cross-check variation.—D. Morris. Neat and pointed.—D. C. McClelland.

No. 77. Unsolvale. The composer's key 1 Kt—R3, is defeated by B—R6!

No. 78. G. Dobbs. 1 R—R4.

K—B7	2 R—R2ch
K—Kt6	2 Q—Kt1ch
P—B7	2 QxPch
P—Kt6	2 R—R1 or
	Q—Q1

We are in receipt of a letter from Dr. M. Niemeijer, who cites an anticipation by his countryman Dr. L. N. de Jong, published in *Tydschrift Van den Neder, Sch. Bund*, April, 1906.

Unfortunately the dual play after P—Kt6 destroys the echo play. Anticipations are unavoidable and especially in few piece problems they are an ever present danger.

A pretty illustration.—N. Malzberg. Fine play.—S. J. Benjamin. A pretty chamelion echo. I know of only one like that in a miniature.—E. McCarthy. Very close tries. Dr. Dobbs is certainly one of our leading experts.—F. Vail. Neatest problem of the lot.—D. Morris. Excellent.—D. C. McClelland.

No. 79. V. L. Eaton. 1 K—K5.

Threat	2 Kt—B4ch
P—Q3ch	2 KxP
P—B3ch	2 K—Q5
P—B6	2 K—B4
KxP	2 B—Q4ch

It is most surprising to see his majesty take a walk and come back to his starting point. Real catchy.—N. Malzberg. The play is superb.—S.



J. Benjamin. A daring King who bravely exposes himself to the enemy.—L. Halpern. A real masterpiece.—E. McCarthy. Very ingenious and a fine tribute.—D. Morris. For strategy this excels any problem in September issue. Worthy of a prize.—D. C. McClelland.

No 80. K. Erlin. 1 B—R6.

Threat	2 B—B4ch
K—B6	2 B—Kt2ch

It is quite remarkable how the four minor pieces protect each other.—S. J. Benjamin. A little gem.—L. Halpern. Nice quiet play and mates pretty.—D. C. McClelland.

No. 81 W. Jacobs. 1 B—Q5.

R—Q6	2 P—Kt8
	(Q)ch
P—B4	2 Q—B3!

This caused me a lot of trouble.—G. W. Hargreaves. Very fine and catchy, splendid key.—W. Van Winkle. Good Queen sacrifice, otherwise only fair.—N. Malzberg. Interesting key.—S. J. Benjamin. Found this the hardest of the lot.—L. Halpern. A fine catch in main play.—I. Piasetzky. Another fine problem.—E. McCarthy. Very difficult and a fine Queen sacrifice.—D. Morris. Block variation interesting.—D. C. McClelland.

No. 82. M. Bukofzer.

Solved in three moves by 1 KtxQP, PxB; 2 Kt-Kt3.

No. 83. D. C. McClelland. 1 Kt—K5.

K—Kt2; 2 Kt—Q7, P moves; 3 Pxp.

K—Kt1; 2 B—R6, P moves; 3 Kt—B6.

Fine and difficult.—W. Van Winkle. Nice play with such small White force.—N. Malzberg. Excellent timing of moves.—S. J. Benjamin. Key suggested, otherwise very pretty.—L. Halpern. Catchy. Kt-B6 very good try.—A. Szabo. Very neat variety.—E. McCarthy. Most complicated for such light force.—F. Vail.

No. 84. P. L. Rothenberg. 1 Castles ch.

R-Q8; 2 Q-K1, R-B8; 3 Q-Q1, RxQ; 4 R-K1, R-B8; 5 R-Q1.

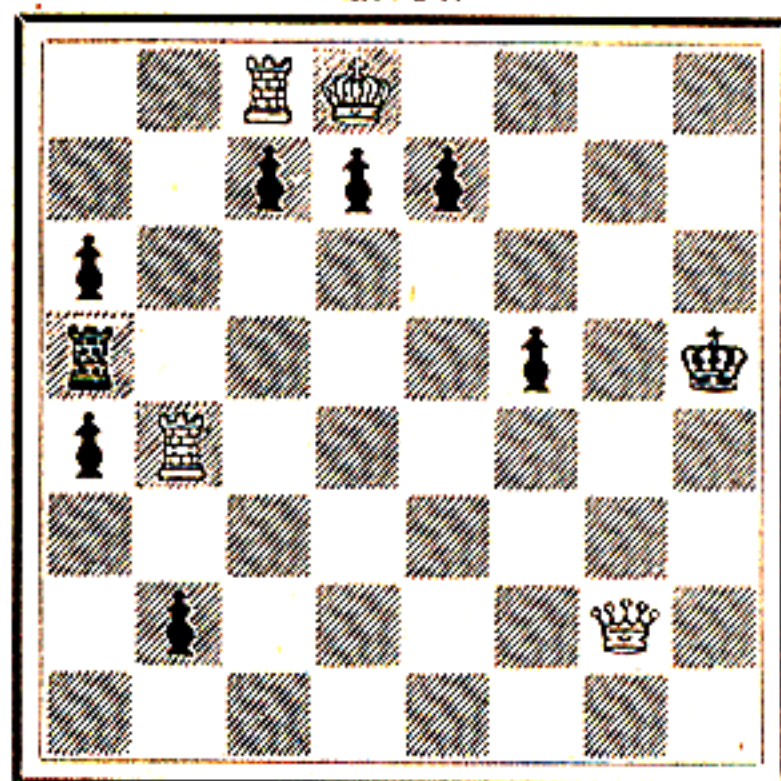
P-B8(Q or R); 2 R-Q1, QxRch; 3 Q-K1, Q-B8; 4 Q-Q1.

P-B8(Kt); 2 Kt-B3, K-B7; 3 Kt-K1ch, K-Kt8; 4 R-KR5, P-Kt4; 5 R-R1, P-Kt3; 6 Kt-K1.

P-B8(B); 2 Kt-K6, K-B7; 3 QxBch, K-Q7; 4 Q-Kt2ch, BxQ; 5 RxBch, K-B6; 6 R-B1ch.

Masterpiece of the C. R. published to date. I don't know where to put the exclamation points. A magnificent and very difficult masterpiece worthy of Shinkman or Hume.—D. C. McClelland. Mr. Rothenberg is to be congratulated in stumping so many of our solvers. The majority do not attempt to solve the sui mates but most of those who did try were unsuccessful.

S. LINMBACH  
LIVOW



Mate in three

An original problem recently contributed to "Il Problema." The key is good and the theme variations interesting.

1 R—QKt6 Threat  
PxR  
P—B3  
P—Q3  
P—K3

2 R—KKt6  
2 R—B3  
K—B7  
2 K—Q7  
2 K—K7



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THE CHESS REVIEW





# PROBLEM SOLVING CONTEST

	Prev. Score	73	74	75	76	77	78	79	80	81	82	83	84	Total
Kleiman, M. H. ....	186	2	2	2	2	3	3	3	3	3	3	4	6	222
McCarthy, E. ....	214	2	2	2	2	3	3	3	3	3	0	4	0	214
Vail, F. ....	214	2	2	2	2	3	3	3	3	3	0	4	0	214
McClelland, D. C. ....	179	2	2	2	2	3	3	3	3	3	0	4	6	212
Jacobs, W. ....	186	2	2	2	2	3	3	3	3	3	0	0	0	209
Berliner, H. M. ....	185	2	2	2	2	0	3	3	3	3	0	4	0	209
Braverman, S. ....	182	2	2	2	2	3	3	3	3	3	0	4	0	209
Ludlow, O. H. ....	182	2	2	2	2	0	3	3	3	3	3	4	0	209
Greenwald, I. ....	185	2	2	2	2	0	3	3	3	3	0	4	0	209
Benjamin, S. J. ....	158	2	2	2	2	3	3	3	3	3	0	4	0	185
Chess, A. ....	158	2	2	2	2	3	3	3	3	3	0	0	0	181
Daum, J. H. ....	175	0	0	0	0	0	0	0	0	0	0	0	0	175
Malzberg, N. ....	146	2	2	2	2	0	3	3	3	3	0	4	0	170
Nash, E. A. ....	138	2	2	2	2	0	3	3	3	3	0	4	0	165
Thorne, E. H. ....	135	2	2	2	2	3	3	3	3	3	0	4	0	162
Hixon, R. H. ....	159	0	0	0	0	0	0	0	0	0	0	0	0	159
Szabo, Alex. ....	132	2	2	2	2	0	3	3	3	3	0	4	0	156
Van Winkle, W. ....	120	2	2	2	2	3	0	3	3	3	0	4	0	144
Foote, B. A. ....	105	2	2	2	2	3	3	3	3	3	0	4	0	132
Piasetzky, I. ....	101	2	2	2	2	3	3	3	3	3	3	4	0	131
Tanassy, L. ....	95	2	2	2	2	3	3	3	3	3	0	4	6	128
Partos, G. ....	98	2	2	2	2	3	3	3	3	3	0	4	0	125
Boswell, E. ....	101	2	2	2	2	0	3	0	0	0	3	4	0	119
Riggin, C. W. ....	95	2	2	2	2	0	3	3	3	3	0	4	0	119
Hasenoehrl, J. ....	95	2	2	2	2	0	3	3	3	0	0	4	0	116
Halpern, L. ....	92	2	2	2	2	0	3	3	3	3	0	4	0	116
Seidl, A. ....	112	0	0	0	0	0	0	0	0	0	0	0	0	112
Fortin, A. C. ....	79	2	2	2	2	0	0	3	3	3	3	4	0	103
Rothenberg, P. L. ....	64	2	2	2	2	3	3	3	3	3	0	4	6	97
Thrall, R. ....	95	0	0	0	0	0	0	0	0	0	0	0	0	95
Clinton High ....	64	2	2	2	2	3	3	3	3	3	0	4	0	91
Dr. Paster, B. ....	66	2	2	2	2	0	0	3	3	3	3	4	0	90
Bastine A. J. ....	62	2	2	2	2	0	3	3	3	3	3	4	0	89
Morris, D. ....	61	2	2	2	2	0	3	3	3	3	0	4	0	85
Hargreaves, G. H. ....	59	2	2	2	2	0	3	3	3	3	0	4	0	83
Tudor, W. B. ....	57	2	2	2	2	0	0	0	3	0	0	4	0	72
Nelson, N. ....	61	0	0	0	0	0	0	0	0	0	0	0	0	61
Burke, Harvey ....	32	2	2	2	2	0	3	3	3	3	0	4	0	56
Hampton, L. D. ....	34	2	2	2	0	0	0	3	3	3	0	4	0	53
Berry, G. F. ....	42	0	0	0	0	0	0	0	0	0	0	0	0	42
Allured, K. B. ....	32	0	0	0	0	0	0	0	0	0	0	0	0	32
Young, Earl F. ....	30	0	0	0	0	0	0	0	0	0	0	0	0	30
Gardner, F. ....	29	0	0	0	0	0	0	0	0	0	0	0	0	29
Hannan, J. ....	16	2	2	2	2	0	0	0	0	0	0	0	0	24
Flynn, J. ....	0	0	2	2	2	0	3	3	3	0	3	4	0	22
Thelin, S. H. ....	20	0	0	0	0	0	0	0	0	0	0	0	0	20
Evans, F. ....	0	0	0	0	0	0	3	0	0	0	0	0	0	03

A number of corrections have been made in scores due to failure to give proper credits in September issue.



# ANNUAL INDEX

(KEY TO INDEX.—The month designates the issue in which it appears. The numeral following the month designates the page).

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 Blumfield Counter Gambit. June 13.  
 Budapest Defense. April 19.  
 Cambridge Springs Defense. April 7.  
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 Center Counter Gambit. April 14.  
 Colle System. Jan. 5, Jan. 14.  
 Dutch Defense. May 16, June 15, Dec. 14, Dec. 23.  
 English Opening. Feb. 16, May 12, Sept. 12, Sept. 13, Oct. 15, Dec. 21.  
 French Defense. Feb. 17, Mar. 15, Mar. 20, June 12, Sept. 14, Oct. 15.  
 Hanham Defense. March 7.  
 Indian Defense. Feb. 12, Feb. 14, Mar. 17, Apr. 16, Apr. 17, May 18.  
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 Queen's Gambit Declined. Jan. 12-15-16-18-18, Feb. 18, Mar. 13-18-19, Apr. 13, May 13-17-19, June 8-10, Sept. 7, Dec. 15, Dec. 19.  
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 Scotch Game. Feb. 14.  
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 Slav Defense. Oct. 17.  
 Stonewall Game. June 16.  
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 Zukertort Opening. Sept. 16.

## Games

### ALATORZEFF

vs. Botwinnik, Mar. 13; vs. Goldberg, Apr. 17.

### ALEKHINE, DR. ALEXANDER

vs. W. Winter, Jan. 11; vs. Sultan Khan, Jan. 13, vs. Salo Flohr, Jan. 14; vs. Isaac Kashdan, Apr. 7; vs. I. S. Turover and W. K. Wimsatt, Sept. 11; vs. Rey Kjarik C. C., Oct. 6; and R. Wahnburg vs. Phillips and Kashdan, Oct. 12.

### ALEXANDER

vs. Sultan Khan, Feb. 12.

### BARNES, G. S.

vs. O. A. Holt, Apr. 18.

### BECKER, PROF. A.

vs. E. Eliskases, May 12; vs. B. Honlinger, Sept. 7.

### BECKHARDT, N.

vs. A. C. Simonson, June 12.

### BERNDTSSON, K.

vs. R. Spielman, May 12.

### BERNSTEIN, DR. S.

vs. Delannoy, June 13.

### BLUMIN, B.

vs. R. E. Martin, Oct. 15.

### BOGOLJUBOW, E. D.

vs. Dr. M. Vidmar, Jan. 15; vs. Spielman, Jan. 16; vs. Spielman, Jan. 16; vs. F. Saemisch, Sept. 17; vs. P. S. Leonhardt, Sept. 18.

### BORNHOLZ, ROBERT

vs. E. Schwartz, Feb. 15.

### BOTWINNIK

vs. Alatorzeff, Mar. 13; vs. Tchechover, Mar. 14; vs. S. Flohr, Dec. 12; vs. S. Flohr, Dec. 13; vs. S. Flohr, Dec. 14; vs. E. Rabinowitsch, Dec. 23.

### BOURBEAU, CHAS.

vs. I. A. Horowitz, Apr. 19.

### CUTLER, H. D.

vs. R. Fine, Apr. 21.

### CANAL, ESTEBAN

vs. Lajos Steiner, June 18; vs. Lajos Steiner, Oct. 17; vs. Lajos Steiner, Nov. 7.

### DAKE, ARTHUR W.

vs. I. A. Horowitz, Apr. 13; vs. I. A. Horowitz, Apr. 13; vs. I. A. Horowitz, May 16; vs. Robert Willman, June 10; vs. Reuben Fine, Sept. 12; vs. Reuben Fine, Sept. 12; vs. Reuben Fine, Sept. 13; vs. Reuben Fine, Oct. 13; vs. L. Stolcenberg, Oct. 15; vs. D. McMurray, Dec. 16.



## DENKER, ARNOLD S.

vs. D. MacMurray, Feb. 15; vs. E. Schwartz, Mar. 18; vs. B. Siff, Apr. 20; vs. Reuben Fine, June 9; vs. R. Willman, Sept. 16; vs. E. Schwartz, Dec. 14.

## EKSTROM

vs. Fred Reinfeld, Mar. 19.

## ELISKASES, E.

vs. R. Spielman, Feb. 18; vs. Prof. A. Becker, May 12; vs. B. Honlinger, May 13; vs. Lajos Steiner, June 17.

## EUWE, DR. MAX

vs. I. Kashdan, Jan. 5; vs. S. Flohr, Jan. 17; vs. S. Flohr, Jan. 18; vs. Spielmann, Jan. 18; vs. S. Flohr, Feb. 17; vs. J. Westerman, May 19.

## FINE, REUBEN

vs. H. D. Cutler, Apr. 21; vs. I. Kashdan, May 10; Arnold Denker, June 9; vs. R. Levenstein, June 10; vs. A. W. Dake, Sept. 10; vs. A. W. Dake, Sept. 12; vs. A. W. Dake, Sept. 13; vs. A. W. Dake, Oct. 13; vs. S. Reshevsky, Oct. 14; vs. N. Grossman, Dec. 19; vs. A. Kevitz, Dec. 21.

## FLOHR, SALO

vs. G. A. Thomas, Jan. 12; vs. Dr. O. Naegeli, Jan. 12; vs. A. Alekhine, Jan. 14; vs. M. Euwe, Jan. 17; vs. M. Euwe, Jan. 18; vs. Thomas, Feb. 5; vs. L. Steiner, Feb. 11; vs. M. Euwe, Feb. 17; vs. Engel, Mar. 16; vs. H. Grob, May 17; F. Lustig, Sept. 6; vs. M. Botwinnik, Dec. 12; vs. M. Botwinnik, Dec. 13; vs. M. Botwinnik, Dec. 14.

## GROB, H.

vs. Salo Flohr, May 17.

## GROSSMAN, N.

vs. Reuben Fine, Dec. 19.

## HASSIALIS, M. 4.

vs. Robert Willman, June 12.

## HONLINGER, B.

vs. E. Eliskases, May 13; vs. F. Choun, June 15; vs. A. Becker, Sept. 7; vs. R. Spielmann, Dec. 17.

## HOROWITZ, ISRAEL A.

vs. A. W. Dake, Apr. 13; vs. A. W. Dake, Apr. 13; vs. Chas. Bourbeau, Apr. 19; vs. A. W. Dake, May 16; vs. E. A. Santasiere, May 16; vs. Fred Reinfeld, June 8; vs. S. T. Sharp and B. Winkelman, Dec. 18.

## JACKSON, E. S.

vs. Robert Willman, Sept. 15.

## JAFFE, C.

vs. I. Kashdan, Apr. 14.

## KASHDAN, ISAAC

vs. Herman Steiner, Jan. 5; vs. Dr. M. Euwe, Jan. 6; vs. Dr. A. Alekhine, Apr. 7; vs. Charles Jaffe, Apr. 14; vs. Repben Fine, May 10; and Phillips vs. A. Alekhine and R. Wharburg, Oct. 12.

## KEVITZ, A.

vs. A. C. Simonson, Feb. 16; vs. R. Fine, Dec. 21.

## KMOCH, H.

vs. S. Rubinstein, June 14.

## KUPCHIK, A.

vs. O. Tenner, Feb. 13; vs. R. Willman, Mar. 12; vs. R. Willman, Mar. 12.

## LEVENSTEIN, R.

vs. R. Smirka, Feb. 16; vs. R. Fine, June 10.

## LEVIN, J.

vs. H. Morton, Mar. 15.

## LILIENTHAL, A.

vs. L. Nagy, May 18.

## LUNDIN, F.

vs. R. Spielmann, Apr. 16.

## MACMURRAY, D.

vs. R. Willman, Feb. 14; vs. A. Denker, Feb. 15; vs. A. W. Dake, Dec. 16.

## MARTON, R. E.

vs. B. Blumin, Oct. 15.

## MORTON, H.

vs. J. Levin, Mar. 15.

## NAEGELI, DR. O.

vs. S. Flohr, Jan. 12; vs. S. Rosselli, June 16.

## NAGY, L.

vs. A. Lilienthal, May 18.

## PHILLIPS, H. M.

vs. Major Hanham, Mar. 7; and I. Kashdan vs. Dr. A. Alekhine and R. Wahrburg, Oct. 12.

## PINKUS, A. S.

vs. J. Mathias, Mar. 20.

## PIRC, V.

vs. T. H. Tylor, Feb. 12; vs. Sultan Khan, Mar. 8.

## REINFELD, FRED.

vs. Ekstrum, Mar. 19; vs. I. A. Horowitz, June 8.

## RESHEVSKY, SAMUEL

vs. Reuben Fine, Oct. 14.

## RICHTER, K.

vs. F. Saemisch, Sept. 18; vs. F. Saemisch, Dec. 22.

## Rosselli, S.

vs. O. Naegeli, June 16.



RUBINSTEIN, S.

vs. H. Knoch, June 14.

RUTH, W. A.

vs. A. Sandberg, Mar. 15.

SAEMISCH, F.

vs. E. Bogoljubow, Sept. 17; vs. K. Richter, Sept. 18; vs. K. Richter, Dec. 22.

SANTASIÈRE, E. A.

vs. I. A. Horowitz, May 16.

SCHWARTZ, E.

vs. R. Bornholz, Feb. 15; vs. A. Denker, Mar. 18; vs. Silverman, June 11; vs. A. Denker, Dec. 14; vs. O. Tenner, Dec. 19.

SHARP, S. T. and Winkelman, vs. I. A. Horowitz, Dec. 18.

SIMONSON, A. C.

vs. A. Kevitz, Feb. 16; vs. N. Beckhardt, June 12.

SIFF, B.

vs. A. Denker, Apr. 20.

SMIRKA, P.

vs. R. Levenstein, Feb. 16.

SPIELMANN, R.

vs. E. Bogoljubow, Jan. 16; vs. E. Bogoljubow, Jan. 16; vs. Dr. M. Euwe, Jan. 18; vs. Eliskases, Feb. 18; vs. G. Stoltz, Mar. 6; vs. G. Stahlberg, Apr. 15; vs. E. Lundin, Apr. 16; vs. K. Berndtson, May 12; vs. B. Honlinger, Dec. 17.

STAHLBERG, G.

vs. R. Spielmann, Apr. 15.

STEINER, HERMAN

vs. I. Kashdan, Jan. 5.

STEINER, LAJOS

vs. Salo Flohr, Feb. 11; E. Eliskases, June 17; vs. E. Canal, June 18; vs. E. Canal, Oct. 17.

STOLCENBERG, L.

vs. A. W. Dake, Oct. 15.

STOLTZ, G.

vs. R. Spielmann, Mar. 6.

SULTAN KHAN, MIR.

vs. A. Alekhine, Jan. 13; vs. V. Pirc, Mar. 8.

TARRASCH, DR. S.

vs. Amateur, Feb. 8.

TENNER, OSCAR

vs. A. Kupchik, Feb. 13; vs. E. S. Jackson, Feb. 14; vs. R. Willman, Dec. 15; E. Schwartz, Dec. 19.

THOMAS, SIR. G. A.

vs. Salo Flohr, Jan. 12; vs. S. Flohr, Feb. 5.

TYLOR, T. H.

vs. V. Pirc, Feb. 12; vs. W. Winter, Oct. 16.

VIDMAR

vs. E. Bogoljubow, Jan. 15.

WILLMAN, ROBT.

vs. D. MacMurray, Feb. 14; vs. A. Kupchik, Mar. 12; vs. A. Kupchik, Mar. 12; vs. A. W. Dake, June 11; vs. M. D. Hassialis, June 12; vs. E. S. Jackson, Sept. 15; vs. Arnold S. Denker, Sept. 16; vs. O. Tenner, Dec. 15.

WINKELMAN, B. and S. T. SHARP

vs. I. A. Horowitz, Dec. 18.

WINTER, W.

vs. A. Alekhine, Jan. 11.





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